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YOSHI'S STORY

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EITHER YOU'RE IN OR YOU'RE OUT.

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NINTENDO POWER
STAR FOX 64
HEXEN
BLAST CORPS

FREE PLAYER'S GUIDE WHEN YOU RENEW!

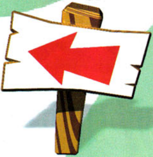
NINTENDO POWER®

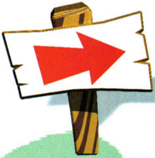
YOSHI'S STORY

PAGE 10

YOSHI'S STORY

We finally have it! Just as Yoshi's Story premiered at Space World in Japan, we got our hands on it here at Nintendo Power, and a handful it is! In this sequel, a gaggle of Yoshis explores worlds made of stitches, balloons and cardboard cutouts, among others. Take a first look at the first game of its kind for the N64 beginning on page 10. You'll agree, it's all it's cracked up to be!





PAGE 18

Are you ready to rumble? There's rage in the ring when the stars of the WCW take on the bad boys of the NWO! Learn the moves that will earn you the belt—instead of just getting you belted. Turn to page 18 to learn your lessons.

WCW VS. NWO WORLD TOUR

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SNOWBOARD KIDS

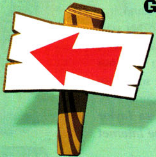
This month, Snowboard Kids hits the N64 slopes, just in time for the winter snows. And these kids are ready for action: they're slipping, they're sliding, they're pulling off amazing stunts to rack up big bucks.

34

PAGE 34

Our reporters are back from the Space World show in Japan, and they've brought with them the latest and greatest news to hit the N64. News about Zelda. An exclusive interview with Mr. Miyamoto. Much more! Turn to page 34.

SPACE WORLD REPORT



PLAYER'S PULSE

Welcome to 1998! The new year promises to bring great new games to the N64 including Yoshi's Story, Banjo-Kazooie and Zelda 64. The new year also brings new changes to Nintendo Power, and we'd love to hear what you think of our redesigned mag!

Wessly Diaz • Orlando, Florida

Let's Hear It for the Stinkers!

I'm writing in response to Marc Hansen's letter in Volume 102. He's all ticked off because of the 10 horrible games you bashed in the 100th issue's Worst Games of All Time list. If a game truly stinks, it deserves that kind of recognition. It put a smile on my face to see some humorous criticism instead of all the praise that games usually get nowadays. Right now, most games are really cool, but, let's face it, there are some that just don't measure up.

Steve Hobbs
St. Louis, MO

Bebe Blues

It was funny to see Bebe's Kids as one of the Top 10 Worst Games of All Time. No kidding! I played that game once and couldn't stand it. I wasn't even able to get past the first level. Okay, now I want a list of the top 10 things that I can do to get some use out of that useless game.

Melissa Taylor
Via the Internet

Here goes. . . .
Top ten other uses for the Bebe's Kids Game Pak:

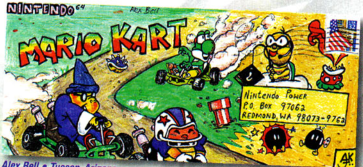
10 Hockey puck
9. Ice scraper
8. Lawn dart caddy
7. Really uncomfortable futon for Barbie
6. Kitty litter sifter
5. Toaster slot companion
4. As a prank, wrap in tin foil, then trade it for your friend's lunch by offering your "delicious meat loaf slab"
3. Wedgie helper
2. Silent (but still stinky in its own special way) whoopee cushion
1. PlayStation mallet

Can't Get There from Here

In GoldenEye 007, I once went to the docks on the Dam level and armed my sniper rifle to look at the distant mountains. Across the water I saw a guard tower and a white building! Is it possible to get there? I zoomed in on the highest magnification and was able to see the buildings. Is it a hidden area?

Paul Franz
Via the Internet

The outpost was originally intended to be a place that would be stocked with heavy artillery that Bond would be able to reach by boat. The programmers at Rare eventually decided that the area wasn't necessary, so they scrapped the boat idea but left the outpost in the game since they had already programmed it into the area. Though there's no way of reaching the island resort, you can still interact with it. If you've earned Paintball Mode, activate it, then try splashing some color on the buildings by shooting at them with your sniper rifle.



Alex Bell • Tucson, Arizona

And Along Came a Spyder

I think GoldenEye 007 is the best N64 game. The challenges are endless and the fun and replay value are great. But something has been bugging me. I was flipping through the instruction booklet for the 100th time and I noticed something: there is a gun called the Spyder, but I have never seen it in the game. If it exists, where can I find it?

Fadi Bayaa
Via the Internet

The Spyder still exists, but Rare changed the gun's name after the instruction manual had already been printed. The gun is now known as the Klobb, named in honor of Nintendo's Development and Evaluation Manager, Ken Lobb. Better luck next time, Mr. Spyder. Maybe someday Rare really will name a gun after you.

E.J. Bendzunas • Comer, Georgia

Shaken and Stirred

First of all, Roger Moore is not cheesy. Second of all, GoldenEye 007 is great! The play control and story are cool and the game is faithful to the United Artists' movie. The characters look real and not polygonal. Bond stands right up there with other N64 heroes such as Mario, Dash Rendar and Fox McCloud. My praise goes out to 007, Natalya, Trevelyan, Xenia and the others from GoldenEye 007.

Joe West
Via the Internet

If GoldenEye 007 gets any awards they should be for "Most Overrated Game of the

Background Art: Juan Aguaya • Calexico, California

Guys beat Girls in video games? I don't think SO!

Krista Collins • Oregon City, Oregon

Decade." I would much rather play a game such as Mario 64 that laughs at reality than play GoldenEye, which falls very short of achieving realism. I think that all of the characters are flat (in every sense of the word) and that many of the stages were poorly planned. The game's story, like 99% of other movie-based games, is weak. As if these are not reasons enough to have terminated the game in its infancy, the fact that the content of the game is too mature for the majority of Nintendo's audience alone should have kept GoldenEye from being released.

Ryan Stamey
Atlanta, GA

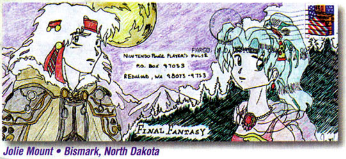
Finally, a game on the N64 that is more adult-oriented than Mario or even Star Fox. GoldenEye actually has more advanced missions and objectives than just running and jumping on monsters' heads. Is this the N64? The reason I ask is because of the severe lack of more adult games on a system that has the potential to bring action games to a whole new level. Other than GoldenEye 007, the only more adult titles have been Turok and Blast Corps (the games actually required some thinking).

Peter Anderson
Via the Internet

Nathan Kowalewski • Via the Internet

LANDMASTER
STAR FOX 64
LS '97

Lowell Silverman • Rockville, Maryland



Jolie Mount • Bismark, North Dakota

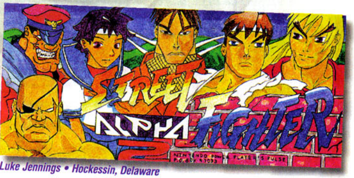
I think that GoldenEye is the best game for the Nintendo 64 so far. The graphics are unmatched by any game on the market today. The characters' movements and reactions to being hit are like real life (for example, if you hit someone in the leg, your victim will grab his leg in pain). The only thing the game lacks is voices. However, if given the choice between captions and the annoying repetitive sayings heard in Star Fox 64, I'd choose captions.

Joe Hofmann
Via the Internet

Old, But Legendary

I was shocked when I read Trevor Laishley's letter in Volume 101. What's wrong with putting old characters in new games?! Using old characters is a way of remembering them. Most of Nintendo's older characters are also popular characters, which makes them video game legends. And legends should never be forgotten!

Colin Cypret
Batavia, IL



Luke Jennings • Hockessin, Delaware

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POWER CHARTS

The new year brings new games to the charts, marking the debuts for some gridiron heroes, Bay City rollers, post-apocalyptic combat cycles, a short-fused pyromaniac, and a couple of Kongs on their third Game Boy outing. And don't forget those old acquaintances who, after a year or more, are still managing to stay in the charts!

NINTENDO 64 TOP 10

1
GOLDENEYE 007

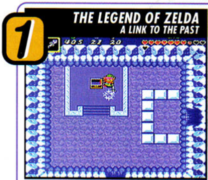
It's no top secret that James Bond is number one. Meanwhile, the bottom half of the charts is shaking and stirring with the debuts of NFL Quarterback Club '98, SF Rush, Extreme-G and Bomberman 64.

2
DIDDY KONG RACING
LAP 2/3
TIME 01:20:17

3
STAR FOX 64
BOSS

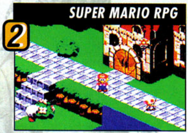
	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	GOLDENEYE 007	NINTENDO	1	13
2	DIDDY KONG RACING	NINTENDO	2	2
3	STAR FOX 64	NINTENDO	3	8
4	SUPER MARIO 64	NINTENDO	5	16
5	MARIO KART 64	NINTENDO	4	13
6	NFL QUARTERBACK CLUB '98	ACCLAIM	—	1
7	TUROK: DINOSAUR HUNTER	ACCLAIM	7	16
8	SAN FRANCISCO RUSH: EXTREME RACING	MIDWAY	—	1
9	EXTREME-G	ACCLAIM	—	1
10	BOMBERMAN 64	NINTENDO	—	1

SUPER NES TOP 10



1
THE LEGEND OF ZELDA
A LINK TO THE PAST

With Zelda 64 coming soon, fans are showing even more support for Hyrule's hero. Gamers are also rallying behind SMW 2 and Yoshi, whose "Story" will be coming very soon to an N64 near you.

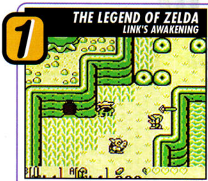


2
SUPER MARIO RPG

3
DONKEY KONG COUNTRY 3
DIXIE KONG'S DOUBLE TROUBLE

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	71
2	SUPER MARIO RPG	NINTENDO	2	21
3	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	15
4	FINAL FANTASY III	SQUARE	4	37
5	DONKEY KONG COUNTRY	NINTENDO	6	39
6	CHRONO TRIGGER	SQUARE	5	30
7	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	7	33
8	FINAL FANTASY II	SQUARE	10	62
9	HARVEST MOON	NATSUME	8	4
10	SUPER MARIO WORLD 2: YOSHI'S ISLAND	NINTENDO	—	27

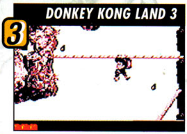
GAME BOY TOP 5



1
THE LEGEND OF ZELDA
LINK'S AWAKENING

Look out, Link, here comes a triple threat from the Kong clan! Making a strong debut at number 3, DKL 3 leads the other two DKL games toward Super Mario Land 2 and Link's Awakening.

2
SUPER MARIO LAND 2
6 GOLDEN COINS



3
DONKEY KONG LAND 3

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	57
2	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	3	62
3	DONKEY KONG LAND 3	NINTENDO	—	1
4	DONKEY KONG LAND 2	NINTENDO	2	17
5	DONKEY KONG LAND	NINTENDO	4	36

MOST WANTED

1. ZELDA 64 (N64)
2. NINTENDO 64 DISK DRIVE
3. DIDDY KONG RACING (N64)
4. GOLDENEYE 007 (N64)
5. YOSHI'S STORY (N64)
6. SUPER MARIO RPG 2 (N64)
7. SUPER MARIO 64 2 (N64)
8. EARTHBOUND 64 (N64)
9. SAN FRANCISCO RUSH: EXTREME RACING (N64)
10. NFL QUARTERBACK CLUB '98 (N64)

LETTERS, CONTINUED...

I agree with Trevor Laishley's letter stating that a lot of the N64 games aren't as original as one might have expected. But there are exceptions, such as Blast Corps. Also, in issue 101, there are almost 30 new and original titles that will be released by spring. So to all who doubt the N64, be patient–it's just gathering up speed. At full speed, the only complaints will be from the competition!

John Orth
Via the Internet

Soccer down South

Who better to win the FIFA Soccer 64 Player's Poll Contest than a soccer player? Nathan Liles, who plays as a right back for his team in Oklahoma City, scored the grand prize in Volume 96's contest. Not only did Nathan win FIFA Soccer 64 (where he can practice his fancy footwork on the digitized playfield), but he also won a trip to Mexico City to cheer on the U.S. Men's National Team its matchup against Mexico. Though the big game ended in a tie, the U.S. team was nevertheless victorious since it was the first time in 18 games that the U.S. didn't finish behind Mexico on its home field. Way to cheer them on, Nathan!

Nathan Liles poses in front of the Aztec Pyramids and then kicks around with the U.S. Men's National Team Captain, John Harkes.

The Need for Speed

My brother and I bought an N64 in August. We want to get a racing game, but our parents told us we are able to get only one. We either want Extreme-G or San Francisco Rush. We've been on the Internet getting information on both games, but we wanted to know from the pros. Which game should we get?

Chris & Derek Girard
LaSalle, Ontario

It all depends on what sort of racing you like. If you're looking for breakneck speed and multiplayer battle modes, then Extreme-G will get your motor running. The best features of Acclaim's game are its four-player competitions, high velocity combat cycles, and devastating arsenal of weapons strewn about the eight different arenas and roller coaster tracks. On the other hand, if you're into high-flying stunt driving and arcade action, then you'll want to buckle up with San Francisco Rush. Midway's 2-player racer will not only test your lead foot with its 24-race circuit of tight turns and vertical hills, but it will also test your exploration skills with the tracks' hidden short-cuts and 45 keys that access secret cars. Extreme-G and SF Rush are two very different games, and the way we see it, Chris and Derek, is that you can convince your parents that the two of you deserve both games. Just keep these two words in mind: "brown" and "nose."

What? No Knight Rider???

I just wanted to point out a couple of things that my cousin and I noticed about Blast Corps. The American Dream muscle car is actually the General Lee from The Dukes of Hazzard (with a more politically correct paint job) because it plays Dixie on the horn. The black van is actually the van from The A-Team because Mr. T yells, "Get out of my way!" when you honk the horn. And the red car is the car from Starsky and Hutch. Are any of the other cars based on famous ones?

Michael Patronik
Via the Internet

We're not positive, but we think the nuclear transport is supposed to be a really, really explosive Oscar Meyer Wienermobile.

really explosive Oscar Meyer Wienermobile.

WRITE AWAY RIGHT AWAY!

January is the time for fresh starts, and this new year we've resolved to make a few changes to the magazine. Should more renovations be in store for 1998? Write us and let us know what other changes you think we should add to our list of new year's resolutions.

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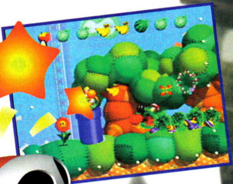
News about recent releases and upcoming games for all Nintendo systems. Call for help on Diddy Kong Racing, Bomberman 64, Clayfighter 63 1/3, GoldenEye 007, Star Fox 64, Hexen, War Gods, Super Mario 64, Blast Corps, Turok: Dinosaur Hunter, Doom 64, Killer Instinct Gold, Star Wars: Shadows of the Empire, PilotWings 64 and Mortal Kombat Trilogy for the Nintendo 64. There's also help for any Super Mario game for the Super NES and NES, Donkey Kong Land, DKL 2, DKL 3 for the Game Boy, any Zelda game, Donkey Kong Country 1, 2, and 3, Mischief Makers, Harvest Moon, Lost Vikings 2, EarthBound, Illusion of Gaia, Lufia II, Super Metroid, Secret of Evermore, Chrono Trigger, Final Fantasy III, Super Mario RPG, Breath of Fire I and II, Killer Instinct, Street Fighter Alpha 2, Mortal Kombat II, Mortal Kombat 3 and Ultimate Kombat 3. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

NINTENDO POWER SOURCE

www.nintendo.com
E-mail: nintendo@nintendo.com

YOSHI'S STORY

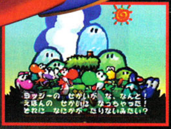
ONCE UPON A TIME THERE WAS THE 2-D SIDE-SCROLLER YOSHI'S ISLAND. TWO YEARS, ONE 64-BIT SYSTEM AND HALF A DIMENSION LATER, THE YOSHIS RETURN TO SPIN A TALE THAT COULD BE TOLD ONLY ON THE N64: YOSHI'S STORY, NINTENDO'S DAZZLING 2½-D WONDERLAND THAT REUNITES THE DINOS WITH MORE ACTION, FUN AND WHIMSY THAN EVER BEFORE.



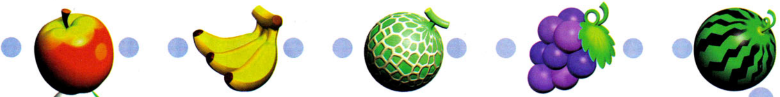
THE NEW CHAPTER

First things first: Yoshi's Story doesn't feature a crying baby Mario to make you wish the island had a day care center. Baby Bowser, however, does make an appearance. In this tale, the Baby Koopa steals the Super Happy Tree from the Yoshis and transforms their cheery island into a picture book. With the tree uprooted, all of the Yoshis become unhappy, save for six baby Yoshis. The green, blue, red, yellow, pink, and purple baby Yoshis all hatched after Baby Bowser had toddled onto the scene, so they had never even seen the Super Happy Tree. They have, however, seen how unhappy the other Yoshis are without the tree. With their youthful outlook strengthening them, the baby Yoshis set forth to retrieve the tree and restore order to the land so that all Yoshis, young and old, can live happily ever after.

Though the game is still in the works, we've managed to snag a copy of an early Japanese version of Yoshi's Story. The screen shots may show Japanese text, and the island's overall look may change slightly by the game's March release date, but after playing Yoshi's Story, we found it to be a game that's just too hard to keep under wraps. And so the story begins…

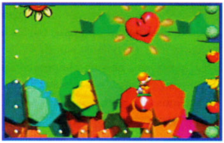


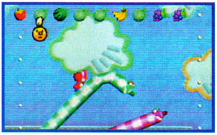
ヨッシーの　せかいが　な、なんと！
えほんの　せかいに　なっちゃった！
それに　なにかが　たりないみたい？



THE CONTENTS OF THE STORY

Baby Koopa has condensed the entire island into a book of six worlds containing four levels apiece. Each world has its own contents page that unfolds on the screen like a pop-up book, complete with the selectable levels leaping off the page. Bookmaking materials, including newspaper, wood tiles, embroidered denim, quilted patchwork, corrugated cardboard, and even balloons make up the trees, hills, sky and other parts of a level's unique landscape. And even more bookishly, when you've reached the end of a particular area, the scene will curl up and flip the screen just like the turning of a page.

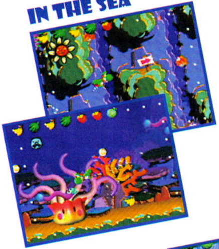




2 1/2 D? SEW WHAT!

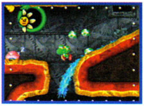
In between 2-D and 3-D is "2 1/2-D." In Yoshi's Story, game play is strictly 2-D, but the vividly illustrated backgrounds (such as the intricate needlework on Stitch World's blue jean skies) are so lavishly rendered that you want to reach out and touch your screen.

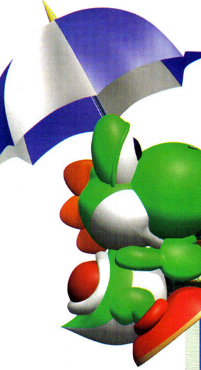
IN THE SEA



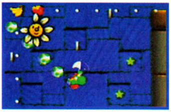
OFF THE PRESSES

With its trusty train of egg projectiles trailing behind, Yoshi will journey through worlds with different themes. Underground, where the theme is newspaper, waterfalls threaten to flush Yoshi into yesterday's headlines.

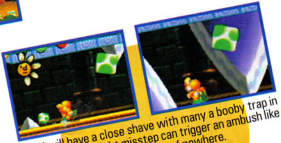




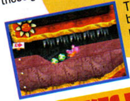
PARASOL YOSHI



The baby Yoshis can't morph into tanks or trains, but they will stumble across items that can help them get around. With the umbrella, Yoshi can float on air, rather than free-fall.

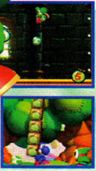


Yoshi will have a close shave with many a booby trap in this story. One slight misstep can trigger an ambush like these giant knives slashing out of nowhere.



The game may look pretty, but that doesn't mean it's not dangerous. Nothing makes a Yoshi more unhappy than getting poked by a spiked ceiling.

YIKES FOR YOSHI!

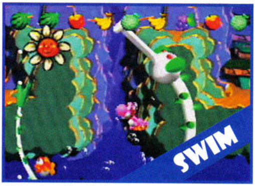


MINI GAMES

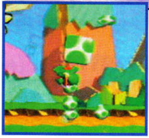
While the main story offers diverse game play, the mini games will add even more variety by challenging proficient players with some bonus diversions. The extra contests will test a Yoshi's physical abilities in events such as racing, long jumping, or catching and balancing blocks. If you win, Lakitu will reward you with happiness-boosting melons.

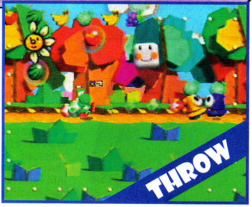
YOSHI IN MOTION

The movements and graphics in Yoshi's Story are so rich and life-like that, as you play, the Yoshis actually seem to be alive and existing in a storybook world. With its seamless animation, Yoshi's Story presents a new and improved array of Yoshi abilities. In addition to his old standby, the ground pound, Yoshi can now slurp in eight directions and express emotions!

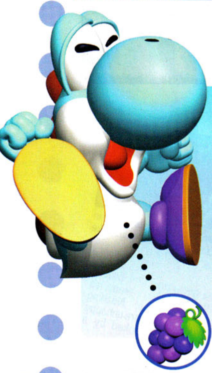


Unlike the older Yoshis, these babies don't need to morph into subs to navigate underwater. Swimming is second nature to a baby Yoshi.



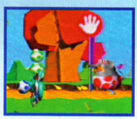


Baby Yoshis, like their elders, battle by pitching eggs at their enemies. Yoshis can carry a maximum of six eggs at one time, but if they find a heart icon, they briefly gain unlimited eggs and a longer tongue.

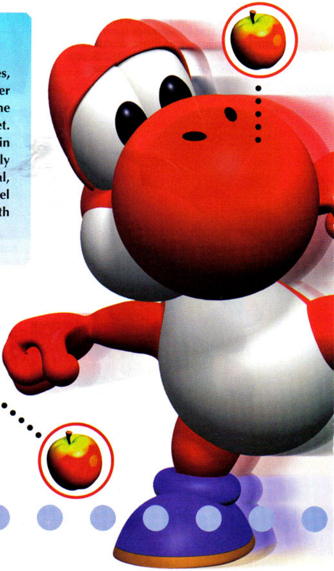


GROUND POUND

To squish obstacles or knock over enemies, pound the ground. As in Yoshi's Island: Super Mario World 2, Yoshis can dive-bomb to the ground to make the earth move under their feet.

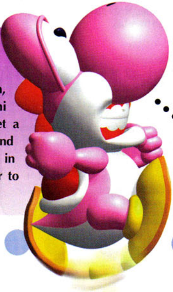


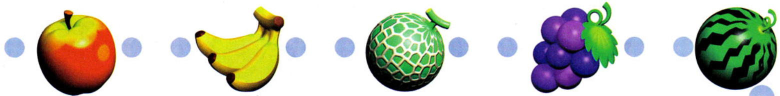
The big difference in Yoshi's Story is not only does it look more real, but you can also feel the seismic impact with the Rumble Pak.



JUMP

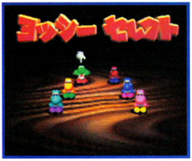
By tapping the A Button, you can make Yoshi jump. But to really get a lift, hold the A Button and Yoshi will run while in midair in order to soar to even greater heights.



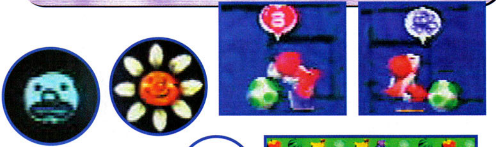


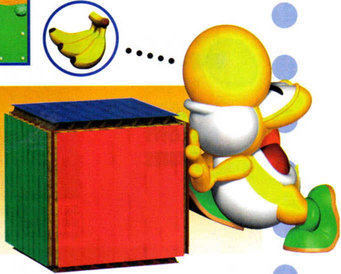
YOU ARE WHAT YOU EAT

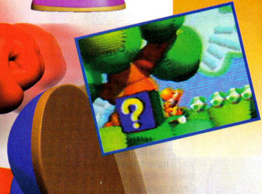
Fruits make Yoshis happy and happiness is the key to the Yoshis' survival. And not just any fruit will put a smile on their faces. Yoshis like to color-coordinate their diets, so Yellow Yoshi prefers yellow bananas, while Red Yoshi prefers red apples. When a Yoshi eats its favorite fruit, the game's flower meter will sprout more happy petals than usual. However, if Yoshis eat fruit they dislike or are hurt by an enemy, their happiness meter will sadly shed a few petals.



A rainbow assortment of Yoshis stand by to save their island. You'll have to adjust your strategy depending on which Yoshi you choose, since each has its favorite food. The more things you slurp up that are the same color as your Yoshi, the happier it will be. And when Yoshis are really happy (and they know it) they'll be able to throw more eggs and lash out their tongue farther.

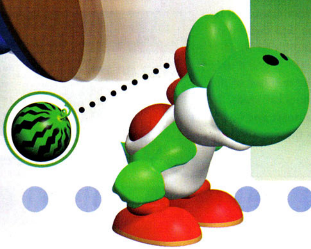






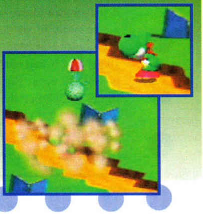
PUSH

Mystery boxes can unlock secrets or produce fruit if Yoshi pushes them to a particular spot. Sometimes, Yoshi will need to push items and rearrange them in order to solve a puzzle or reach another area.



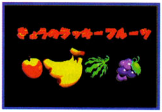
SMELL

Not all fruits are visible, but to a Yoshi, they're definitely smellable. By pressing the R Button, players can make Yoshi sniff out hidden fruits. Pay attention to your Yoshi's expression while it's taking a whiff, because if it catches wind of some happy-making fruit, the look on Yoshi's face will let you know.

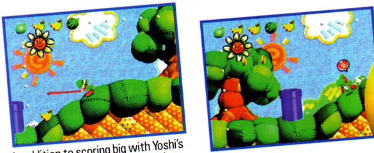


PLOTTING THE ADVENTURE

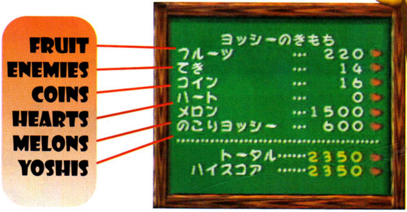
Like Star Fox 64, Yoshi's Story will branch to different stages depending on how you've gone about completing the previous stage. Six worlds make up Yoshi's Story, and each contains four stages. Once you've collected 30 fruits, you'll move on to the next world, but if you want a high score, you'll want to snatch up as many enemies, coins, hearts, melons and hidden fruits as you can.



Before you enter a stage, you must play "fruit roulette" to randomly select the lucky fruit for the area. In this particular round, bananas will be worth extra points and petals.



In addition to scoring big with Yoshi's favorite fruit, your Yoshi will rack up extra points by gobbling the lucky fruit, which in this case is the banana.



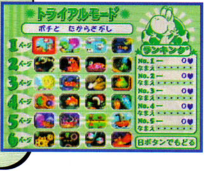
ヨッシーのきもち
フルーツ … 220
てき … 14
コイン … 16
ハート … 0
メロン …1500
のこりヨッシー … 600
トータル……2350
ハイスコア ……2350

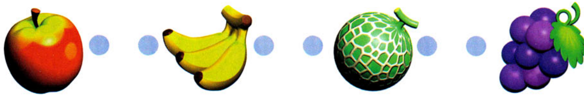
Six items will earn you points and, when you complete a stage, they'll be tallied to calculate your score for that world.

Melons are the most powerful and valuable fruits on the island. To get the highest score possible, you'll have to use Green Yoshi, since melons are the emerald dino's favorite fruit.

UNFOLDING THE STORY

A player can journey through only one stage per world, so any given game will be a maximum of six stages. Which stage is available for exploration will depend on the number of hidden hearts Yoshi can capture. Three hearts are hidden in each stage, and if you can't find a heart upon completing a stage in World 1, you'll only be able to enter the next world's easiest stage, 2-1 (the higher the number of the stage, the higher the difficulty level, so stage 2-4 is World 2's toughest area). To have stage 2-2 or 2-1 to choose from, you'll have to track down at least one heart. Two hearts will buy you entry into stages 2-3, 2-2 or 2-1, while finding all three hearts will allow you to choose from any of World 2's stages.



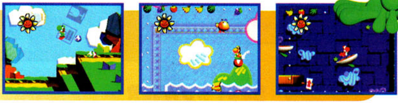


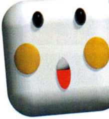
FROM COVER TO COVER

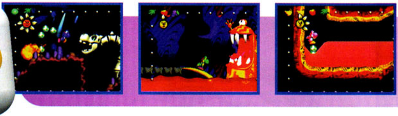
The Yoshis' journey to Baby Bowser's castle will take them through a total of 24 different stages, but since you can venture through only a total of 6 per game, there will be tons of possible ways that you can delve into the story.

PAGE 1

The first chapter of Yoshi's Story has the dinosaurs scrambling through cardboard and needlepoint worlds and floating on propeller-powered saucers.





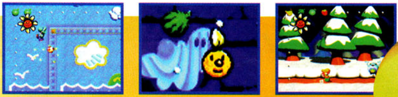


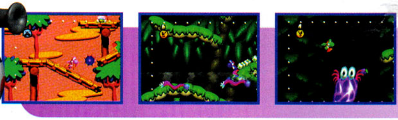
PAGE 2

Yoshi heads below ground in the story's second world. Beneath the surface, Yoshi unearths fossils, Blarggs and gelatinous ooze.

PAGE 3

In the third world, the Yoshis frolic through even more fancy-pants stages. This time around, they'll enter worlds of spring-action and pillowy snowscapes.



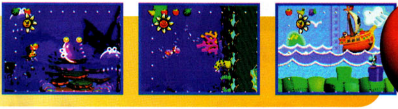


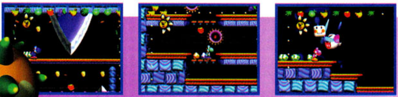
PAGE 4

So who's the king of the jungle? Yoshi is, if it's determined by how fond you are of fruit and how well you can scurry along inflatable platforms.

PAGE 5

The ocean floor is cardboard and the sea is embroidered. Pirate ships, eels and jellyfish attempt to deep-six a dinosaur. Jacques Cousteau was sooo wrong.



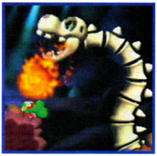


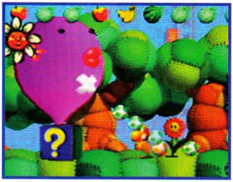
PAGE 6

The most frightening chapter is the final one where Bowser's house of horrors, complete with psycho knives, buzz saws and ghosts, attempts to close the book on Yoshi.

ENEMIES, OLD AND NEW

Alongside some all-new enemies, old baddies including Blarggs, Bob-ombs, Boo Buddies and Shy Guys are terrorizing the island. Other familiar foes will sport slightly different looks since, in this story, they're much younger and smaller than those we're used to. (To perfectly match the pint-sized characters, munchkin style music a` la Oz's Lollipop Kids serves as background tunes.)

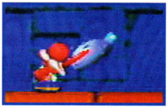




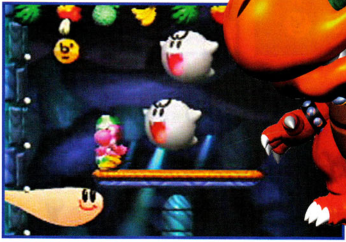
There are two kinds of enemies: those Yoshi can eat and those Yoshi can egg. The balloon bully's too big to lick, but an egg will burst his bubble.

BABY BOWSER

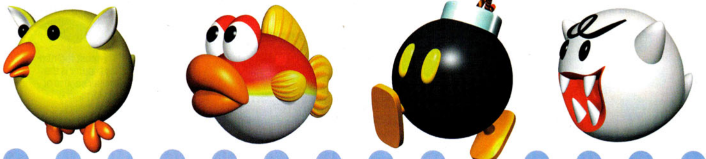
Bowser's just a wee tot in this sequel, but he's still a big bully. In Yoshi's Story, the Baby Koopa plots his revenge on all Yoshis by transforming their island into a picture book.



Fierce fossils and other foes assault Yoshi, and not every one is appetizing. Some change color and if Yoshi eats the wrong colored baddie, your dino will get indigestion.



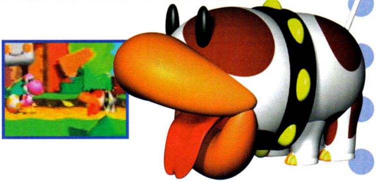
Still haunting the Yoshis, the Boo Buddies bust back onto the scene. Also breezing in are Blindfold Boos who respond to sound and zero in on anything that makes noise.

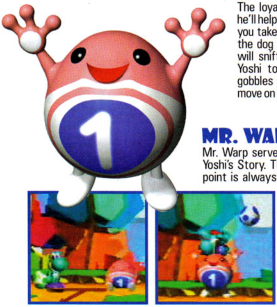


A LITTLE HELP FROM OUR FRIENDS

POOCHY

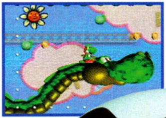
The loyal canine is back, and he'll help you hunt down fruit if you take him for a walk. Once the dog is unchained, Poochy will sniff out fruits and lead Yoshi to them. When Yoshi gobbles up 30 fruits, you can move on to the next level.





MR. WARP

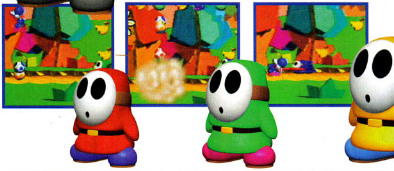
Mr. Warp serves as a bookmark in Yoshi's Story. The roly-poly checkpoint is always sleeping when you first encounter him, but if you make Yoshi hop on him, he'll awaken and allow you to warp to another area or he'll let you retry a level starting from his resting spot.



Friendly dragons slither high through the air or in lava, and Yoshi can hitch a ride on their backs to safety.

SHY GUYS

Like Yoshis, Shy Guys come in colors. By licking up a Shy Guy that matches the color of your Yoshi, you'll earn extra points. But don't worry if a Shy Guy's color isn't a match–just pound the ground and the shockwave will magically change the Shy Guy's hue.



YOSHI'S EPILOGUE

If you read between the lines, you'll realize Yoshi's Story is about babies, but not for babies. With 24 levels of varying and challenging game play, mini-games, and stunning graphics, Yoshi's Story will rewrite the book on next generation games to declare that 3-D isn't the only wave of the future. This March, the 2½-D wave begins when the Yoshis tell their story.

Forget those namby-pamby tourney fighters and take on the biggest, baddest action Pak on the planet! We went to the mat with THQ's WCW VS. NWO World Tour, and it put us in a headlock!

WCW™ VS. nWo ★WORLD TOUR★

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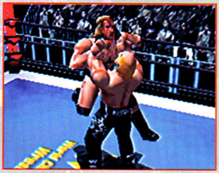
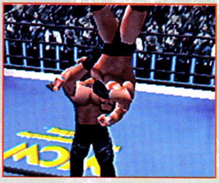
AS REAL AS IT GETS

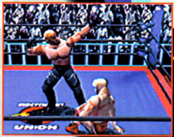
Even if you're not a wrestling fan, anyone who likes action or tourney fighting games should give WCW Vs. NWO World Tour a try. In fact, WCW offers more gut-level excitement and head-butting realism than most tourney fighters could ever hope to have. (That comment may draw smirks from some, but just watch "Hollywood" Hulk Hogan pull a Clothesline on an opponent, and you'll know what we mean.) Granted, most tourney fighters are meant to be wild fantasies, but if it's thrills you want, Ric Flair's Figure Four Leg Lock makes us groan in sympathetic pain in a way no 20-hit combo can!

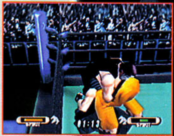




FAN FAVES

Still not convinced? Then how about 43 top pro wrestlers from four different leagues. All the big stars from the WCW (World Championship Wrestling), NWO (New World Order), DOA (Dead or Alive) and Independent Union organizations are here, each with his own repertoire of attacks, locks and signature moves. No cheap fireballs or fantasy juggle moves here—just good, old-fashioned suplexes, slams and choke holds for the best in mat-slapping excitement!





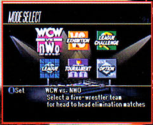
HIT THE MAT

WCW is also Rumble Pak and Controller Pak compatible. The "hot swap" option allows you to use the Rumble Pak during your bouts and then switch to the Controller Pak to save your progress between matches or after a championship win.

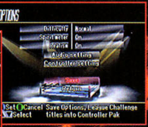
Designed for N64 Rumble Pak™

KING OF THE RING

Up to four players can participate in a whopping five modes of play, and there's a host of options, including three difficulty levels, Spirit Meter (the better your spirits, the more powerful your moves will be), Realism (injuries) and more. There's even a Lumberjack option, which allows a tag teammate to throw you back into the ring so you won't be counted out!


MODE SELECT

○Set
WCW vs. NWO
Select a five-wrestler team
for head to head elimination matches

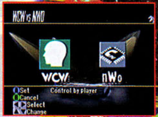

OPTIONS

Difficulty: Normal
Spirit meter: On
Realism: On
Audio setting
Controller setting
Save
Return

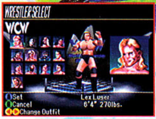
○Set ○Cancel ▲▼Select
Save Options, League Challenge titles into Controller Pak

WCW VS. NWO

The ultimate grudge match! This one- or two-player mode pits the big guns of the WCW against the renegades of the NWO in a single-elimination tournament. You can select up to five wrestlers from each league and set the order for the tournament. If your current wrestler wins, he'll move on to the next match. If he loses, the next wrestler in line will take over. Defeat all of your opponents to take home bragging rights and the championship belt.


WCW vs NWO

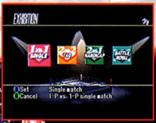
○Set
○Cancel
◀▶Select
▲▼Change
Control by player


WRESTLER SELECT

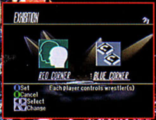
○Set
○Cancel
◀▶Change Outfit
Lex Luger
6'4" 270lbs.

EXHIBITION

Exhibition mode throws you into the "squared circle" for a single, winner-take-all match. You can choose any wrestlers you wish and play out all your "dream" matchups. The action won't be limited to one-on-one bouts, either. With Tag Team, Handicap and Battle Royal options, up to four players can join the mayhem. Will Kevin Nash finally have his revenge against his foes in the WCW, or will Sting put Nash in his place? Would upstarts like the Black Ninja and Puchteca stand a chance against the masked might of Rey Mysterio Jr. and Ultimo Dragon? Here's your chance to find out!


EXHIBITION

○Set
○Cancel
Single match
1-P vs. 1-P single match


EXHIBITION

○Set
○Cancel
◀▶Select
▲▼Change
Each player controls wrestler(s)

VS. COMPUTER

In the one-player mode, you can choose either the WCW or the NWO. You can choose fewer than five wrestlers, but keep in mind that even if a wrestler wins, he'll start the next match with whatever injuries he sustained in the previous one.

PLAYER 1 VS. PLAYER 2

In two-player mode, Player 1 is always the WCW and Player 2 is always the NWO. Once again, you can choose anywhere from one to five wrestlers, but choose wisely—even the Giant or Lex Luger might have a hard time wading through five opponents.

SINGLE

Play a single match against the computer or another player. As in other modes, you'll be able to choose an arena and set a time limit. If you select the Quick Match option, the bout will go more quickly because your moves will inflict more damage.

TAG TEAM

If you have more mayhem on your mind, then try the two-on-two Tag Team match. Up to four players can participate, with the computer guiding any wrestler that's not being controlled by a human. To call for a tag, just press the top C Button.

HANDICAP

A Handicap match pits one wrestler against a tag team. Up to three players can play, with the computer guiding any wrestler that's not being controlled by a human. This mode can help rookies get the feel for things or give veterans a new challenge.

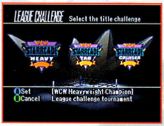
DEAD OR ALIV

BATTLE ROYAL

The Battle Royal is a frenzied free-for-all with four human- and/or computer-controlled combatants in the ring at once. To switch your attention from one wrestler to another, press right C. Four wrestlers will enter, but only one will leave!

LEAGUE CHALLENGE

The League Challenge will separate the chumps from the champs. In this mode, you'll choose an organization and work your way up the ranks in the heavyweight, tag team or cruiserweight division. Once you defeat all your opponents in the heavyweight or the cruiserweight division, you'll battle the hidden league champion. If you win, you'll not only claim the championship belt, but you'll also make the former champ a playable character. If you don't save your game to a Controller Pak, the former champ will disappear when you turn your game off.



LEAGUE CHALLENGE
Select the title challenge
STARRCADE HEAVY
STARRCADE TAG
STARRCADE CRUISER
Set
Cancel

[WCW Heavyweight Champion]
League challenge tournament

FOUR LEAGUES

You can hit the title trail in any of the four leagues. Will you go for WCW's Starrcade series, NWO's Souled Out events, DOA's Final Blast bouts or the Independent Union's Grand Prix challenges? Maybe you'll come out on top in all four leagues!

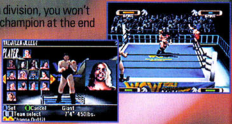
SECRET LEAGUE

If you thought the breakaway of the NWO from the WCW was a shock, then the creation of this secret organization will blow you right out of your seat! Win all the championship belts in all leagues to make it appear.

HEAVYWEIGHT

After selecting your league, you'll choose between the heavyweight, tag team and cruiserweight divisions and then select a wrestler. In some leagues, the heavyweight title is also referred to as the single (as opposed to the tag team) title.

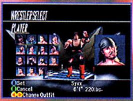
TAG TEAM



PLAYER
Set
Cancel
Team select
Change Outfit
Giant
7'4" 450lbs.

If you choose a tag team division, you won't get a shot at the league champion at the end of the series. A second player can join you in this series as your tag team partner, but not as an opponent.

CRUISERWEIGHT



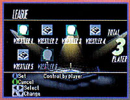
WRESTLER SELECT
PLAYER
Set
Cancel
Change Outfit
Syxx
6'1" 220lbs.

Both WCW and DOA have cruiserweight division titles. These guys may not qualify as heavyweights, but they're no pushovers. The cruiserweight divisions tend to be larger than the heavyweights camps, so you'll have a long, hard battle ahead of you.

LEAGUE

The League mode allows you to create your own mini-organization with up to eight individual wrestlers or eight tag teams. They will then compete for the league title in a round-robin tournament. Standings are determined by points. You'll receive three points for a win, one point for a draw and no points for a loss. You'll be able to determine which wrestlers will be human- or computer-controlled before the tournament begins. If a bout is between two computer-controlled wrestlers, you'll be able to skip it and go on to the next match. If you skip a match, the computer will determine the winner.

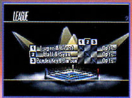
SINGLE



LEAGUE
WRESTLER 1
WRESTLER 2
WRESTLER 3
WRESTLER 4
WRESTLER 5
WRESTLER 6
TOTAL
3
PLAYER
Set
Cancel
Select
Change
Control by player

You can choose up to eight wrestlers from any league to round out your all-star roster. Maybe you'd like to mix and match the biggest WCW and NWO rivals or start an all-out war between the masked marvels of Mexico. It's up to you!

TAG TEAM



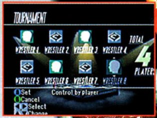
LEAGUE
1 2 3
1 Luger & Giant
2 Hall & Syxx
3 Powder Keg & Dim Sum
Opts.
Opts.
Opts.

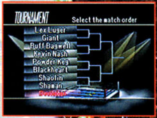
Let your imagination run wild with classic teams from the past (for example, "Hollywood" Hulk Hogan and former pal "Macho Man" Randy Savage) versus more recent pairs (say, NWO co-founders Kevin Nash and Scott Hall) vying for the league belt.

TOURNAMENT

TOURNAMENT

Last, but not least, is the Tournament mode. As in the League mode, you'll be able to select up to eight individual wrestlers or eight tag teams for the competition, but unlike the League mode, this contest is a single-elimination tournament with no second chances for the losers. If an odd number of wrestlers or tag teams is selected, the last wrestler or team chosen will sit out the first round. The player who controls the wrestler with the best standings will always use Controller I.


TOURNAMENT
WRESTLER 1
WRESTLER 2
WRESTLER 3
WRESTLER 4
TOTAL
4
PLAYERS
WRESTLER 5
WRESTLER 6
WRESTLER 7
WRESTLER 8
Set
Cancel
Select
Change
Control by player


TOURNAMENT
Select the match order
Lex Luger
Giant
Buff Bagwell
Kevin Nash
Powder Keg
Blackheart
Shaolin
Shaman

SINGLE

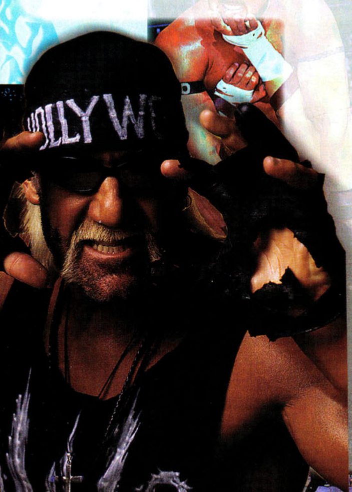
Choose any of the big-league champs to carry the day or give your personal favorite a shot at wrestling greatness. Maybe The Claw and Blackheart don't get the air time that Diamond Dallas Page does, but they might surprise you in the ring!

TAG TEAM

Here's the last word in tag team challenges. No excuses and no second chances. Choose from the established tag teams or put together your own pair of bruisers to capture the team belts. Just remember that one loss will mean ultimate humiliation!

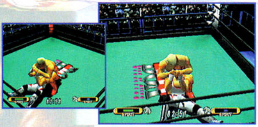
STANDARD WRESTLING MOVES

Luckily, WCW doesn't have a huge list of brain-busting combos to memorize. Instead, all moves are divided into a few common types that use the same basic control sequences. Don't be worried about variety, though. While the same control sequence will produce the same type of move from all the wrestlers, the moves themselves will often be quite different. The grapple (grab) is the basic building block for most special moves. Move close to your opponent and tap A for a weak grapple or press and hold A for a strong grapple. From here, you'll be able to perform most special moves with just one or two button presses.



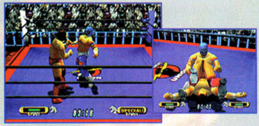
ON THE MAT

Most special moves will end with your foe on the mat. Move in and tap B to attack or tap A for an attack or a hold. If your opponent's spirit is strong, you may not even have time for one strike. If his spirit is weak, you may get in two or three.



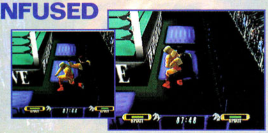
SPIRIT METER

As you land blows and execute moves, your Spirit Meter will grow and change color. When it's full, it will say, "Special." Grapple with your opponent and then press the Control Stick in any direction to perform an extra-powerful special move.


SPIRIT
SPECIAL!

DAZED AND CONFUSED

Sometimes your moves will be so devastating, your opponent will sway back and forth in a daze. When this happens, walk around behind him, grapple him from behind and execute a special move. You can also use a rear grapple after you pick up an opponent off the mat (press R when your foe is down on the mat).



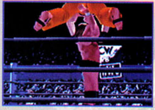
WCW World Championship Wrestling™

Now it's time to step into the squared circle and face off with pro wrestling's best, and we'll start with the stars of the WCW. We're featuring one or two special moves per wrestler, but keep in mind that each combatant has over 30 individual moves. Try the different control sequences with different wrestlers to uncover even more moves, attacks and holds.

Lex Luger

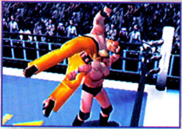
At 6'4" and 270 lbs., the imposing Lex Luger has a clear height and weight advantage over most of his WCW cohorts. He has both great power and great stamina.

BODY PRESS SLAM



Use a strong grapple and then press Up and A to lift your foe high and bring him down hard.

TORTURE RACK

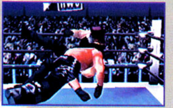


When your meter is full, grapple your foe from behind (strong) and press the Control Stick.

Sting

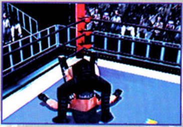
Sting changed his colors and his attitude, trading in his "charming" personality for a darker demeanor. Will we ever see the Sting of old? Only time will tell...

SCORPION DEATHDROP



Use a strong grapple and then press B to introduce your opponent to the mat—personally!

POWER SLAM

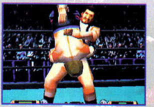


Use a strong grapple and press the Control Stick when your Spirit Meter is full.

Giant

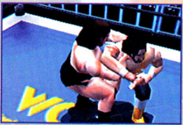
He's ended many a match with his Choke Slam, but his story is just beginning. The Giant was the world heavyweight champ for a short time, and he may be again.

PILEDRIVER



Your foe will be in a body cast after you use a strong grapple, press Down and then B.

CHOKE SLAM

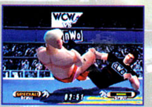


When your Spirit Meter is full, use a strong grapple and press the Control Stick.

Ric Flair

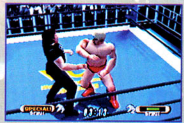
"Nature Boy" Ric Flair is at the top of his game and, not surprisingly, at the top of the wrestling world. Flair walks the walk, but he's got the power to back it up!

FIGURE FOUR LEG LOCK



Move next to a downed foe's legs (make sure he's face up) and tap A for Flair's signature move.

WHO ME?

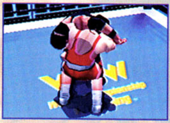


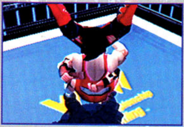
When your meter is full, use a strong grapple and press the Control Stick for a sucker punch.

Scott Steiner

No matter if he's wrestling solo or alongside his brother, Rick, Scott Steiner is a force to be reckoned with. Get ready to be Steinerized!

SUPLEX PILEDRIVER



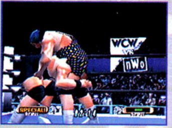


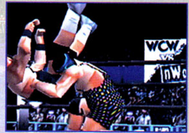
When your Spirit Meter is full, use a strong grapple and press A. Is there a doctor in the house?

Rick Steiner

Rick Steiner barks like a junkyard dog, and he fights like one, too. If you climb into the squared circle with him, just be sure you've had your rabies shot!

BIG BACK PRESS



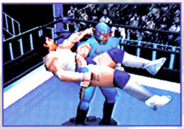


When your meter is full, use a strong grapple and press the Control Stick. That's gotta hurt!

Ultimo Dragon

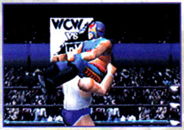
He hides his true identity behind a mask, but there's no hiding the power of Ultimo Dragon. This cruiserweight can go the distance in any challenge.

BACK BREAKER



When your opponent is dazed, grapple him from behind (weak) and press A.

TWISTER

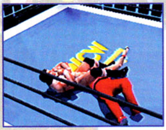


If your meter is full, grapple your opponent from behind (strong) and press the Control Stick.

Dean Malenko

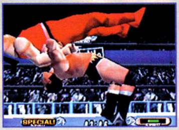
Dean Malenko is a second-generation wrestler, but he's no second-stringer. Dean's father, the late Boris Malenko, would be proud of his son's many achievements.

ARM LOCK



If your foe is lying face up, move close to his head and tap A for a twist on the basic arm lock.

BACK SLAM

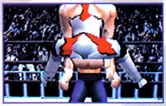


When your meter is full, grab your foe strongly from the rear and press the Control Stick.

Eddy Guerrero

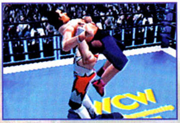
The winner of WCW's 1995 Newcomer of the Year award, Eddy Guerrero is already making a big splash in this sport, and his future certainly looks bright.

SWINGING BACK BREAKER



Use a strong grapple, press Up and then press A for this sweet, acrobatic attack.

BACK DROP

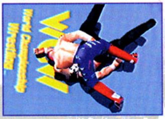


When your Spirit Meter is full, use a strong grapple and press the Control Stick.

Rey Mysterio Jr.

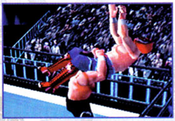
With his colorful costumes and incredible acrobatics, Rey Mysterio Jr. looks for all the world like a real-life superhero, a sentiment his fans would no doubt share.

SMALL PACKAGE



Use a strong grapple and then press Down and B to wrap up your opponent.

HURRICANRANA



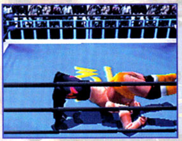
When your meter is full, grapple your foe strongly from behind and press the Control Stick.

Chris Benoit

A cruiserweight he may be, but at 5'10" and 220 lbs., Chris "The Crippler" Benoit is no slouch in the power department. Wrestlers, beware!

NELSON BACKFLIP PIN

When your meter is full, get behind your foe, use a strong grapple and press the Control Stick.

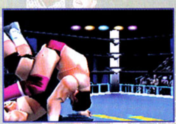


Steven Regal

"Lord" Steven Regal's bad attitude and arrogant manner haven't won him many friends or fans, but that seems to suit this chap just fine.

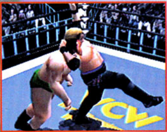
ROLLING PRESS

Use a strong grapple and press the Control Stick when your meter is full for this "regal" move.

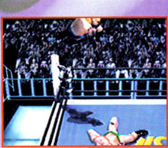


Diamond Dallas Page

Once you work your way through the ranks of the WCW, you'll face the hidden league champ, Diamond Dallas Page, in a championship bout. Page has come from behind the scenes and into the glare of the spotlights and TV cameras. Despite his size, Diamond Dallas is as quick as any cruiserweight, so steer clear of moves like his Fast Flip: weak grapple, then press Up and then B.



Defeat Page to make him a playable character. Save your game to a Controller Pak to keep him on the roster.

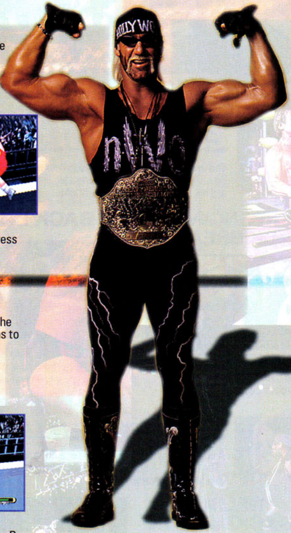


NWO

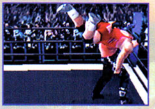
In July, 1996, Kevin Nash and Scott Hall broke away from the WCW to form their own wrestling organization, which they christened the New World Order. Citing unfair treatment by the WCW, the renegades were soon joined by Hollywood Hogan, Syxx and a host of other top talents. Their mission: the total takeover of World Championship Wrestling!

Hollywood Hogan

Since his defection, Hollywood Hogan has emerged as the leader of the NWO. Alternately praised and reviled by fans, this six-time world champ remains one of wrestling's most powerful figures in and out of the ring.

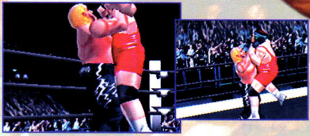


ROPE CLOTHESLINE



Use a strong grapple and then press A to take your opponent for a walk he won't soon forget.

CHOKE SLAM

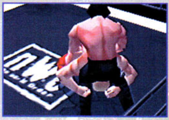


For the full "star" treatment, get a strong grapple and press the Control Stick when your Spirit Meter is full.

Bogus Sting

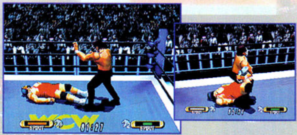
Whoever the fake Sting is, his very existence is an insult to the real Sting of the WCW, which is probably what he had in mind! In any case, this imposter seems to have mastered most of Sting's moves fairly well.

MAT SLAM



Use a strong grapple and then press the Control Stick when your Spirit Meter is full.

LEG LOCK

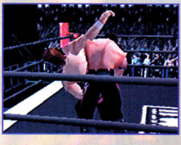


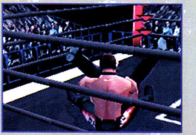
If your foe is face up on the mat, move near his legs and tap B for a fair imitation of the real Sting's leg lock.

Buff Bagwell

After a so-so stint in the WCW, Marcus "Buff" Bagwell has come into his own since joining the NWO. Now he's ready to take his career to the next level!

TWIST SLAM



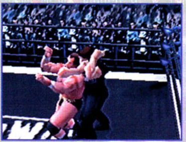


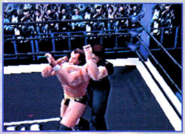
When your meter is full, get a strong grapple from behind and press the Control Stick.

Eric Bischoff

Normally, Eric Bischoff is busy behind the scenes as Executive Vice-President for both WCW and NWO, but it seems he'll even take to the ring when needed.

BACK SLEEPER



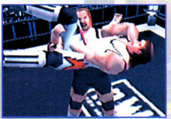


With a full meter, grapple your foe from behind (strong) and press the Control Stick.

Scott Norton

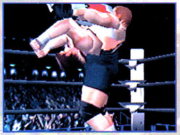
Fame and fortune eluded Scott "Flash" Norton while he was in the WCW, but an invitation from his friend, Eric Bischoff, to join the NWO has put him on the fast track.

THROUGH THE LEG BREAKER



Get your opponent into a strong grapple from behind and then press B.

POWER SLAM

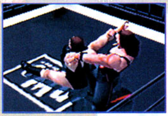


Use a strong grapple and press the Control Stick when your Spirit Meter is full.

Kevin Nash

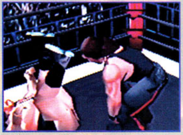
Kevin Nash powerbombed Eric Bischoff through the stage at the 1996 Great American Bash. That act, ironically, would soon lead to Bischoff's joining the NWO!

SHOULDER SPREADER



When your opponent is face up on the mat, stand next to his head and press A.

BIG SLAM

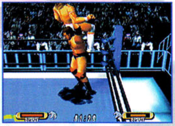


When your Spirit Meter is full, use a strong grapple and press the Control Stick.

Scott Hall

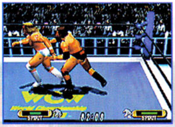
Scott Hall and Kevin Nash have found incredible success as the tag team known as the Outsiders. Will you be able to recreate their championship win?

BACK SLAM



If your foe is leaning dazed against the turnbuckle, get him in a strong grapple and press A.

FLYING SLEEPER

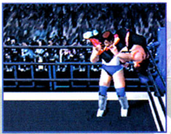


Use a strong grapple, press bottom C, and then when your foe bouces back, press and hold A.

Syxx

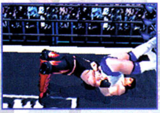
Trained by the Great Malenko, Syxx has both wrestling and martial arts skills at his disposal. The trio of Syxx, Nash and Hall is known as "The Wolfpack."

NECK BREAKER

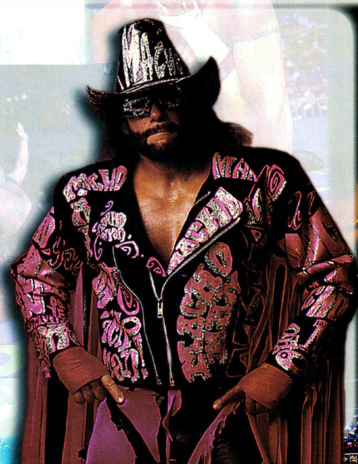


Get a strong grapple on your opponent, then press Up and B.

REVERSE SHOULDER PIN



When your meter is full, get a strong rear grapple on your foe and then press the Control Stick.



Randy Savage

After winning four world championships in the WCW, "Macho Man" Randy Savage joined his long-time friend Hollywood Hogan in the ranks of the NWO. As the hidden champion of the NWO, he'll hit you with spectacular moves like the Triple Chop (strong grapple, press Up and then A). Of course, if you're ready to collapse by then, he may get in only one or two hits before you fall!

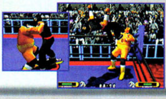
He's big and loud, and so are his clothes! The Macho Man is known for his flashy fashion sense and flashy wrestling style.

INDEPENDENT UNION

The bad boys in the NWO like to think of themselves as rebels and rabble rousers, but wait until they get a load of the Independent Union! Hailing mostly from Asia and Mexico, these combatants bring a raw edge to the sport of wrestling. They may not be as famous as the big names in the WCW or NWO, but they're worthy opponents, all!

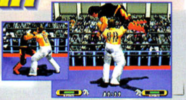
Black Ninja

The Ninja has speed on his side, but he's hurt easily by larger fighters. Try this unique trample attack: use a strong grapple, press Up and then press A.



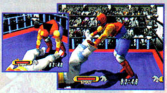
Shaolin

One of Shaolin's attacks mixes a rope move with a submission hold: use a strong grapple, then press bottom C. When your foe bounces back near you, tap A.



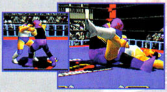
The Unknown

Many of the Independent Union and DOA wrestlers share common moves like this one: when your opponent is face up on the mat, stand close to his legs and press A.



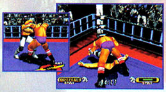
The Claw

You can use this control sequence with most of the wrestlers, but we liked the Claw's version of this type of slam: get a strong grapple, press Down and then B.



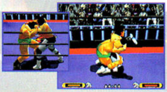
Shaman

The Shaman isn't a flashy fighter, but his Overhead Slam works well. When your Spirit Meter is full, get a strong grapple and then press the Control Stick.



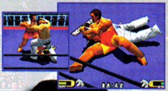
Black Belt

If you use this Backflip Pin at the right time, you may get a three-count fall out of it. Get a strong grapple on your opponent, press Up and then press B.



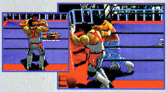
Master Fuji

Master Fuji's Flip Lock is different enough to warrant some attention. Get a strong grapple on your opponent, press Down and then press B.



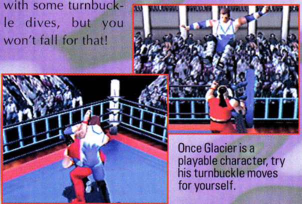
Paco Loco

If you're in the ring and your opponent is on the apron, grapple with him and then press bottom C. All the wrestlers can pull off this type of move.



Glacier

The cold-hearted Glacier is the Independent Union champ. He may try to make a big splash with some turnbuckle dives, but you won't fall for that!



Once Glacier is a playable character, try his turnbuckle moves for yourself.

DOA
Dead or Alive Wrestling

Many of the wrestlers in the Dead Or Alive organization are former pit fighters and Death Match survivors. Just because they've gone "legit" in pro wrestling doesn't mean they've lost their fighting edge, though. On the contrary, many of them like to think of themselves as "outlaws" in the spirit of the Old West.

Sumo Jo

We like to call this simple attack the Lucky 7 Knee Slam, but you can just call it brutal! Use a strong grapple on your opponent and then press A.

Blackheart

The Flying Twist is another rope move that's near and dear to our hearts—or, rather, Blackheart. Use a strong grapple, press bottom C and then press and hold A.

Hannibal

Hannibal's Neck Brace is a fresh variation on the old choke hold. When your opponent is face up on the mat, stand near his head and press A.

Saladin

Saladin is quite imposing, but he doesn't have much stamina. To unleash his Back Spinner, get a strong grapple on your foe from behind and then press B.

Kim Chee

Kim Chee looks more like a sumo wrestler than Sumo Jo does! If your opponent is face down on the mat, stand next to his legs and press A for the Bone Grinder.

Puchteca

We don't know what to call this one, but we like it! When your Spirit Meter is full, get a strong grapple on your opponent and then press the Control Stick.

Powder Keg

You'll have a blast with Power Keg and this move. When your Spirit Meter is full, get a strong grapple on your opponent and press A.

Ali Babba

Ali Baba shares this move with others, including the Black Ninja. For the Middle Eastern version of this takedown, get a strong grapple, press Up and then A.

Dim Sum

Now this is the way to wrap up a present! When your opponent is face down on the mat, stand near his legs and press A. Could you put your finger right here?

Wrath

You won't like being on the receiving end of Wrath's many slams and splashes and crashes, but just wait until the DOA champ is a playable character!

Speed and agility will serve you well in your bout against Wrath.

World Wide Wrestling

Remember the secret league we mentioned? It's actually the Whole World Wrestling organization, and it's made up of wrestlers from all the other groups. Once you defeat the WWW wrestlers, you'll face two new champs: the awesome Joe Bruiser and the deadly Black Widow!

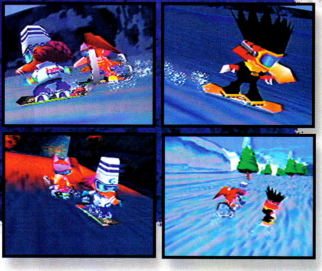
Joe Bruiser

Black Widow

Snowboard Kids™

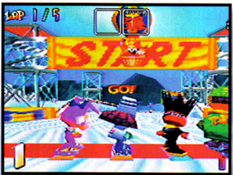
© 1997 Atlus

Snowboard Kids from Atlus rumbles, tumbles and jumbles together the speed of a racer with the action of a shooter for a fresh take on the coolest winter sport of all. You won't find snowboarding action like this anywhere but on the N64.

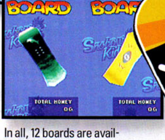


A RIGHTEOUS RIDE ON THE DOWNHILL SIDE

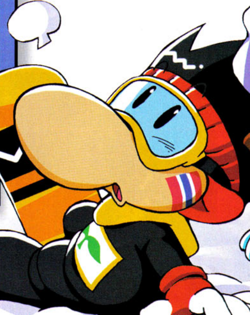
Forget the bouncy characters and happy 3-D settings of Snowboard Kids, because this game is really a vicious killer. The main action lulls you into complacency with three goofy-looking opponents who will stop at nothing to knock you out of contention using a wide assortment of silly weapons. While you're boarding for your life, you'll have to pull off staggering stunts to earn big prize money. As if you don't have enough to worry about. Combine this misadventure with skill mode, time trials, three hidden courses and a multiplayer game, and you've got an action-packed, snowboarding monster that's not to be missed.



After you choose your character from five cartoon kids at the beginning of the game, three other racers line up with you at the starting line.



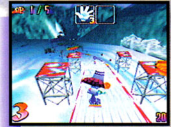
In all, 12 boards are available in the game, each with different attributes for speed and handling.



THREE WAYS TO RACE

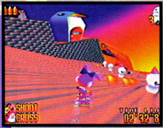
Snowboard Kids is no simple racer. Each of the three modes is linked by the prize money feature. You can move between the different courses and events, winning money for new boards.

BATTLE RACE



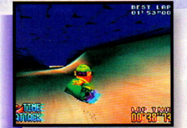
The Battle Race is the main event. You have to win the Gold Cup on each of the six courses before you can access the final three courses. You can use money on the courses to buy items from the Clown Shops.

SKILL GAME

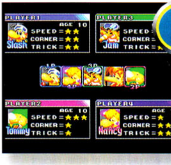

SHOOT CROSS

The skill events can take place on any of three courses except for the stunt event, which must take place on the half-pipe course. The other two events are the fan race and the snowman shooter race.

TIME ATTACK

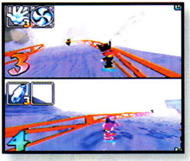

BEST LAP 01'53"00
TIME ATTACK
LAP TIME 00'38"13

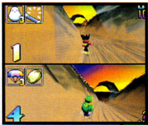
Time Attack races can be run on any Battle Race course that you've opened. You'll race against a ghost of your best time if you have a Controller Pak inserted in the Controller.


PLAYER1
AGE 10
Slash
SPEED = ★★
CORNER = ★★
TRICK = ★★
PLAYER3
Jam
SPEED
CORNER
TRICK
1P
3P
4P
2P
PLAYER2
AGE 10
Tommy
SPEED = ★★★
CORNER = ★
TRICK = ★
PLAYER4
AGE 10
Nancy
SPEED = ★
CORNER = ★★★
TRICK = ★★★

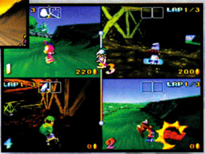
BOARDIN' BUDDIES

From one to four boardin' buddies can beat on each other in the multiplayer Battle Race mode. Choose any of the open Battle Race courses and let the fun begin. With the screen split into two or four windows, the perspective shrinks down, so players with knowledge of the course have a definite advantage. The strategy is to pick up coins and weapon items to use against your opponents while trying to maintain a lead. This mode never gets old.

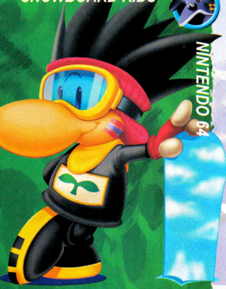




Even when you choose the two-player game, you'll find four characters lining up at the start.


LAP 1/3
220
200
LAP 1/3
LAP 1/3

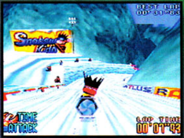
In Battle Races, you always race against three other opponents, whether they are human- or computer-controlled. With four people playing, the action is completely unpredictable.



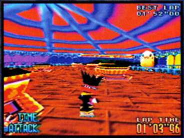
Slash

SPEED = ★★
CORNERING = ★★
TRICKS = ★★

Slash plays pranks on everyone, but he's is a solid boarder, rating two stars in each of the three skill categories: speed, cornering, and tricks. His special tricks include the Slash Spin (hold A, push Up, Down, Up and release A) and the Slash Banzai (hold A, push Left, Right, and release A.)


BEST LAP 00'31"83
TIME ATTACK
LAP TIME 00'07"93

Our Power Pro evaluations show that Slash turns in a average time on Guruguru Mtn. on a level-one board.

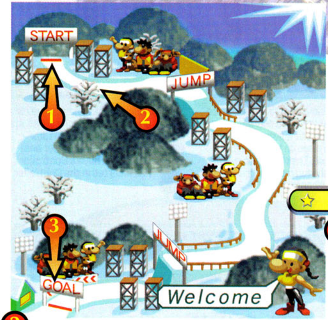

BEST LAP 01'52"00
TIME ATTACK
LAP TIME 01'03"96

On the difficult Dino Park course, Slash has the second best time of all the racers on a level-one board.

BATTLE COURSES

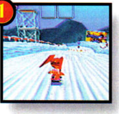
The following highlights and tips for each Battle Race will help you win the Gold Cups in the one-player game while giving you an edge in multiplayer matches. By winning all the races, you'll be able to access the final three courses and get special snowboards and a sixth character.

GURUGURU MOUNTAIN 5 Laps/541m



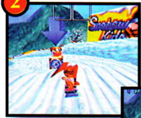
Definitely the easiest course in the game, Guruguru Mtn. is a great place to master such skills as getting a fast start (push the A Button on the "Go!" command,) and sliding into the lift gate at the bottom of the course, which can be very frustrating. Guruguru is fairly wide, so turning is easy. There are two good jumps for performing tricks, as well. Remember to pick up coins early so you can buy items.

1



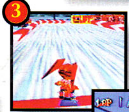
The quick start is essential. When the announcer says, "Go!" and the Go command appears, tap the A Button.

2



The Clown Shops have one item that will cost you 100 coin units. (Each gold coin is worth 100 coin units. Tricks also earn you money.)

3



The lift line has a narrow opening in the middle of the fence. Aim directly at it and stay clear of other racers who might get in your way.

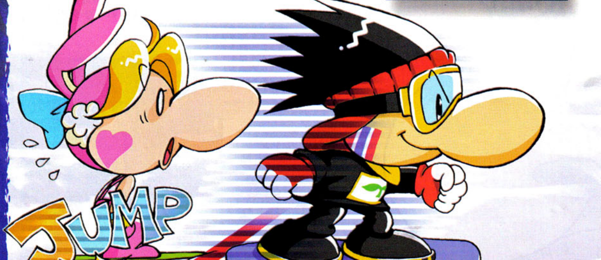
Jam

SPEED = ★½
CORNERING = ★★½
TRICKS = ★★½

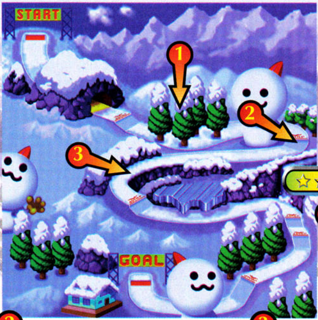
He calls himself the Trick Master, but he's worried that Nancy may be better at pulling tricks. His special moves include Jam the Amazing (hold A, press Down, then rotate the Control Stick 360 degrees twice, and release A). Jam the Great is much easier (hold A, push Left, Right, Left, Right, and release A).

In our test runs, Jam turned in the second slowest time on the first course at 0.35:56.

Jam's lack of speed couldn't help him on the sixth course, where he placed second to last at 2.06:96

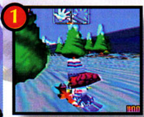


BIG SNOWMAN 2 Laps/1,750m

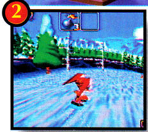


This course is long, but you have just two laps to get into the lead. With all the items that are sure to be flying through the air, that's no easy task. The difficulty isn't much greater than Guruguru Mountain, but you have to watch out for obstacles as well as enemies. When you see an exclamation point appear, make a sharp turn or hop to avoid an incoming attack.

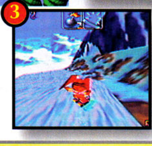
☆☆



This section of the course winds through the trees. Stay to the left side to take the shortest route.



This corner is fairly tight. You'll have to make a very sharp turn. A good turning board and character won't hurt, either.

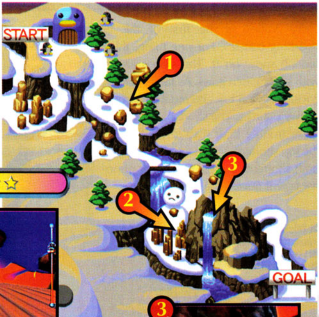


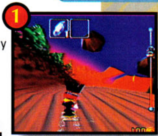
The long path along the rim of the cliff can be dangerous. Stay to the right to avoid slipping off and losing precious time.

SUNSET ROCK 3 Laps/1,706m

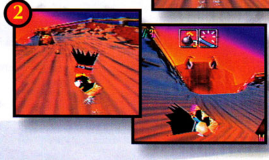
You'll find more variation on this course than in the previous two courses, but it's still pretty tame. Watch out for the snowmen who shoot ice balls. You can avoid their shots by staying to the far left. You must also dodge the penguins near the top of the course, but that's easy. The jumps are straight and give you plenty of time to pull off some great stunts.

☆☆☆

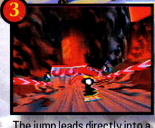




Two sections of the track are bombarded by giant boulders. Stay to the inside or left side of the course in either case to avoid being flattened.



This area has sharp stones poking up through the snow in a turn. Begin on the inside and slide outside past the second to last stone.



The jump leads directly into a narrow tunnel. Hit it squarely from the middle of the track.

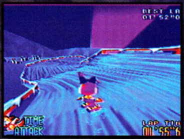
Nancy

SPEED = ★
CORNERING = ★★★
TRICKS = ★★

Everyone loves Nancy's technique. She's the best, not to mention the friendliest snowboarder in the village. Although Nancy rates only one star for speed, you can improve that weakness with a faster board. Her turning and trick attributes each rank high with three stars.

TIME ATTACK
LAP TIME

Nancy didn't deliver in our trials, but speed isn't the only consideration. Use her on tight and winding courses.



Course six also saw Nancy in last place on a level-one board. Try her on a Star Board later in the game.

Linda

SPEED = ★★½
CORNERING = ★½
TRICKS = ★½

Linda is rather spoiled. Her well-to-do parents own the Battle Race courses. Linda's speed is quite good at two and half stars while her cornering and tricks rank only one and a half stars. She has just four special tricks including the Linda Bourgeoisie (hold A, Up, Down, Up, Down, release A.)

BEST LAP 00'31"83
TIME ATTACK
LAP TIME 00'24"30

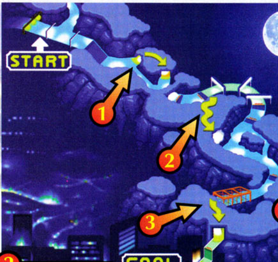
On the first course, Linda took second place with a 0.35:13 time on a level-one board.

BEST LAP 01'52"0
TIME ATTACK
LAP TIME 00'23"5

Linda blazed to the fastest time on Dino Park in 2.03:53, beating the closest competitor by almost two seconds.

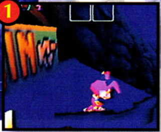
NIGHT HIGHWAY

3 Laps/1,368m

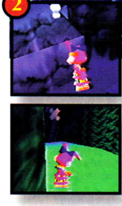


Prepare yourself for a greater challenge. The Night Highway course may look beautiful as it sparkles in the chilly night, but it's full of ugly turns and jumps and shortcuts that could scare off a gargoyle. There's a lot to explore here, so a kid with good turning control is your best bet when starting out. Later, you can use a speedster.

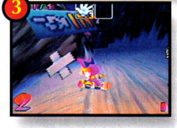
★★★



Right after the fence with sparklers, you'll find a shortcut on the right side. Duck in the narrow opening to cut off a loop in the track.



If you fall into the river, take the shortcut tunnel just to the right of where you are placed back on the course. It's a fast, wild ride.

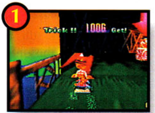


On the left side of the course, just before the sign that says IN, there's a final shortcut. You have to be going slow, then hop to reach it.

GRASS VALLEY

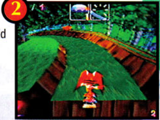
3 Laps/1,490m

Grass Valley is the first of the unusual boarding courses. For one thing, this course has no snow on it. The slopes are covered with slick, green grass. As far as game control goes, you won't notice much difference from snowy courses. The shortcuts in this stage are more trouble than they're worth, especially the top shortcut. We recommend giving both shortcuts a miss. Computer opponents will never take any shortcut.

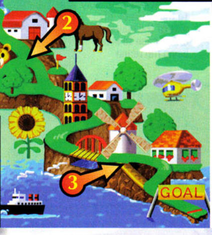


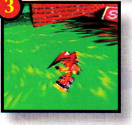
Stay on the main course (the right path) to avoid the treacherous walkways and gaps along the left shortcut.

★★★★



At this Y in the track, choose the left branch to avoid the deep and dangerous pits along the right trail.



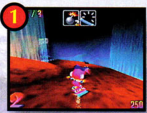


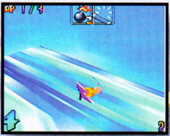
Jump and do a trick to clear the Stop sign and reach this shortcut.

DINO PARK

3 Laps/1,490m

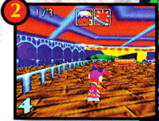
The Dino Park course is laid out on snow, mostly, but you'll also board over the teacup ride and down a swift river before you reach the finish line. Jumps are limited and often unmarked, so you have to know this course like the back of your board to earn money by doing stunts. Don't miss the shortcut right before you reach the dinos. It's on the left side.



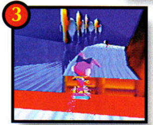


When you enter this tent, hang close to the inside corner, or the left side, to avoid slipping into the trench along the right side. A maneuverable character can keep you on track.

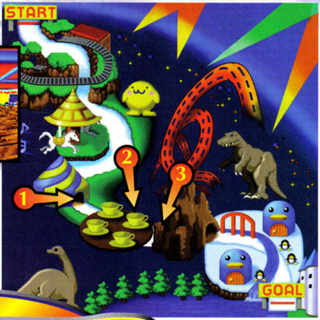
☆☆☆☆



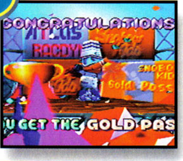
When you reach the teacup ride, stay far to the left along the railing. You'll come out of the area perfectly lined up for the next stretch.



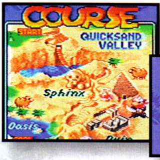
If you perform a trick on the jump before the big gap near the end of the course, you won't clear the gap.



MORE FOR FUN!!



If you win all six of these races, you'll earn a pass that takes you to a seventh course, Quicksand Valley, which is full of pyramids and shifting sands. Win that race to open up Silver Mountain—a foggy course with limited visibility. If you win that race, as well, you'll reach Mt. Fuji with its nine laps.

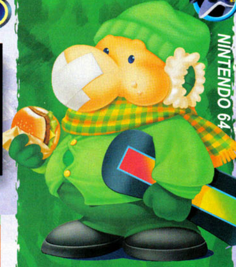


You'll earn enough money to get the Star Board—the ultimate in speed and control.

The blossoming slopes of Mt. Fuji may be only a two-star challenge, but nine laps is a marathon.

TRICKS ARE FOR KIDS

Snowboard Kids packs a lot of fun and variety into what appears on the surface to be a simple game. The more you play it, though, the more depth you'll find. Special tricks are listed in the manual, but they're very difficult to master. But more than any other feature, the multiplayer game will keep the dust off of this Pak.



Tommy

SPEED = ★★★
CORNERING = ★
TRICKS = ★

Tommy is the final racer (except for Sinobin, the ninja boarder) and he is the fastest. Unfortunately, his control is rated at a single star and his trick rating is just as low. He has just three special tricks, including the Fatty Man (Hold A, push Up, then rotate 360 degrees once, hold Up, and release A).

On the easy first course, Tommy blazed to victory in our test run, clocking in at 0.34:70.

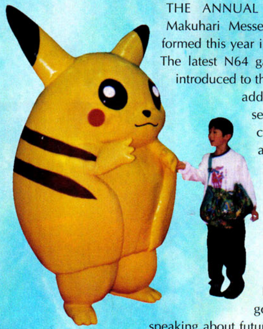
BEST LAP
01'52"0
TIME ATTACK
LAP TIME
00'53"1

The more difficult Dino Park caused Tommy some trouble. He ended up third with a time of 2.06:70.

NINTENDO SPACEWORLD '97

We went to Space World 1997 expecting to play three of the most anticipated video games of all time: Zelda 64, Yoshi's Story and F-Zero X. We didn't expect to see the future of gaming unfold before our eyes, but that's exactly what happened, if you knew where to look.

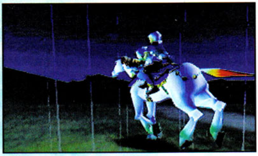
ONE FOR THE SHOW

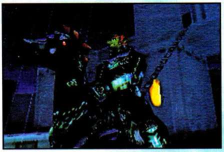


THE ANNUAL NINTENDO EXPO at Makuhari Messe near Tokyo was transformed this year into a dual-purpose event. The latest N64 games and products were introduced to the gaming universe, but in addition to this the show served as a Pocket Monsters convention for hordes of avid PM fans. Some of the products, as you're about to see, combined the N64 with the Pocket Monsters phenomenon in unique ways.

Mr. Yamauchi, the president of Nintendo Co. Ltd., addressed the show goers on the first day, speaking about future directions of gaming in Japan and the rest of the world. "The future market for games will be quite different from the past. Pocket Monsters and Tamagotchi are good examples of products that emphasize four important new aspects of game play: nurturing, trading, collecting, and adding. Addition is an important element for the Nintendo 64 Disk Drive. The idea of 'addition' is to provide users with opportunities to enjoy the same game for a longer period. After we have introduced a Nintendo 64 Disk Drive title, users will be able to add new bonus games, characters and follow-on games." The concept of games that never end may sound pie-in-the-sky, but it's on its way in 1998, along with other surprises.

Over 240,000 gamers showed up for Space World.

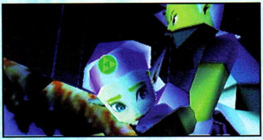




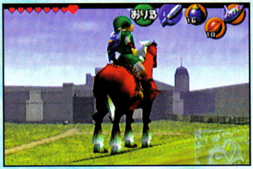
ZELDA RIDES AGAIN

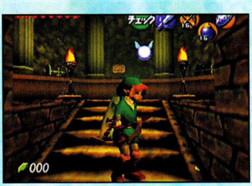
WHICH WAY TO GO? was not a question for us at Space World—we went straight for Zelda 64! The biggest surprise in Zelda 64 was the presence of a targeting system for battles. By pressing the Z button, a targeting box appears on the enemy, sort of like the lock-on target in StarFox 64. We were also blown away by the use of animated cinema scenes. When you first meet a boss character such as Ghoma, Stalfos or the the giant Dodongo, the camera dramatically pans around the scene, or it may even take the monster's viewpoint, before shifting behind Link for the battle. When we weren't fighting, we explored a village and a dungeon and learned to ride the horse in a practice field with jumps. Link's horse can walk, trot and gallop, but when you whip the steed to gain momentum, it consumes the row of carrots, which is the meter for horse energy. Once you whip up a good head of steam, the horse can jump over obstacles. As a pedestrian in town, Link is greeted by Hyrulians everywhere he goes. The good citizens actually call out, "Konnichiwa!" or "hello" in Japanese. (We expect the English version to have a different greeting.) We found that play control was intuitive and refined. The analog Control Stick is used for walking or running while the A Button and right, left, and bottom C Buttons are for weapons and items. The Button operates your shield and the B Button activates special actions such as climbing or jumping. Your inventory sub-menu pops up when you push Start. From the inventory, you can change your armor or use items. Since the game isn't complete yet, some of these things may change, but the sheer amount of control players have makes Link the most versatile hero ever.

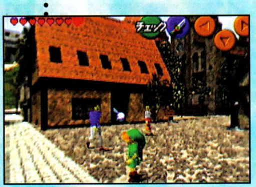
ZELDA THE MOVIE

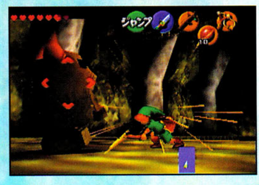


Mr. Miyamoto's hope is that players will find Zelda 64 totally immersive, like no game before. Part of that feeling is accomplished by cinematic techniques inspired by movies. At the very beginning of the game, a dramatic sequence plays out in a pounding thunder storm. Link, outside the gate of Hyrule Castle, witnesses Zelda fleeing on horseback, followed a short while later by an evil figure that can only be Gannondorf, the king of thieves. Later, when exploring a shadowy dungeon, Link opens a treasure chest. As the lid falls back, light pours out, bathing the scene in a golden glow. You can even do some directing of your own using the top C Button. It seems that Zelda 64 has it all, lights, cameras, and action.





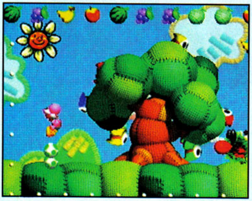


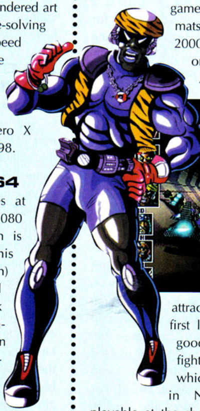


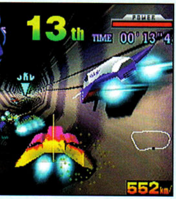
64 ON THE FLOOR

押してダメなら、ブン投げろ

YOSHI'S STORY and F-Zero X also grabbed serious game time from your Power reporters. You can read more about each game in its respective preview in this issue. Yoshi's Story had just been finished before the show. It promises to be a very special game, combining playful, prerendered art with captivating exploration and puzzle-solving action. F-Zero X floored us with its speed and smoothness, not to mention the many cars and racers. Yoshi is due for release in early March in North America, while F-Zero X will follow later in 1998.

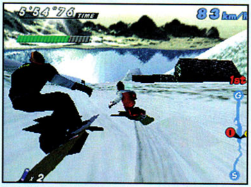




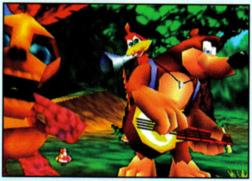


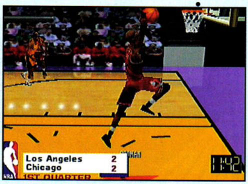
PARTY ON 64

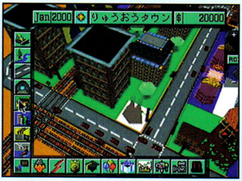
The biggest surprises at Space World were 1080 Snowboarding (which is also covered in this month's Pak Watch) and some very cool Nintendo 64 Disk Drive products. Another title that has been quietly in development at Nintendo and Left Field Productions is NBA Courtside, which is covered in this month's bonus preview section. Five complete stages of Banjo-Kazooie showed that B-K has come a long way since we previewed the game last fall.

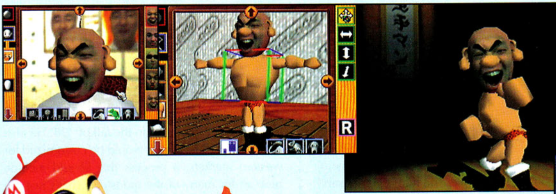


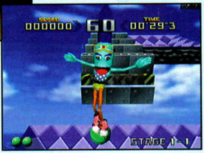
Third party publishers also showed upcoming games in playable and video formats. Imagineer featured SimCity 2000 for the N64, which is based on the computer game. ASCII's Aerogauge, a futuristic racer, attracted race fans, and we had our first look at Konami's G.A.S.P.—a good-looking, 3-D tournament fighter. Sumo 64 from Bottom Up, which may be a Natsume release in North America, was also playable at the show. Namco's Family Stadium Baseball was a hit, and the oddball game, Denryu Ira Ira bou, in which you have to guide a rod through an electrified maze, attracted a following.











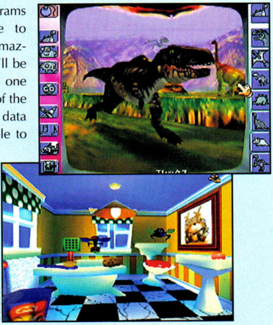
Animate 3-D characters of your own design. You can even put the character in a game that's included in Talent Maker.

MARIO ARTIST

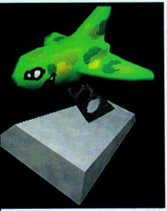
AT SPACE WORLD, we saw for the first time just how the read/write capability of the 64DD can be used, and it's very cool. Talent Maker, Polygon Maker and Picture Maker are three separate programs that allow artists to create 3-D models, pictures and animation. (A fourth program in the Mario Artist series called Sound Maker is also in development.) Talent Maker lets you modify 3-D characters for use in various animations and games. An N64 mouse is used to create precision changes to existing models. Artists will find a library of features such as eyes and noses. You can stretch and shrink body parts, as well. In Polygon Maker, you create actual 3-D models like the jet fighter shown here. By combining and shaping polygon primitives, such as squares, you can create virtually anything. The final program, Picture Maker, is a powerful paint program. Mario Artists won't be limited to using their imaginations, either, because they will be able to import video images from any video source, such as a video camera or VCR, using a plug-in Pak.

FUN MAKER

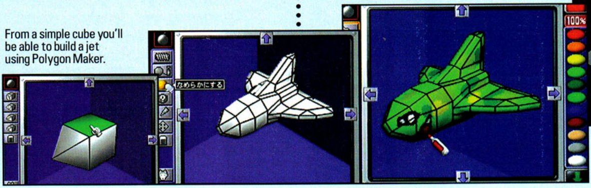
The coolest part of these programs is that you will be able to customize future games in amazing ways. For one thing, you'll be able to use the art created in one Mario Artist program in any of the other programs, swapping data back and forth. You'll be able to create 3-D models, paint the models with textures created from video images and modified in Picture Maker, then animate the models in scenes or use them as custom imports in games. Mr. Miyamoto mentioned a specific example of this. "In SimCity 64, players will be able to create a sign or image that they put on a building in their city." Other examples could include painting vehicles in a game or creating a new face for a character. If you use a video image of yourself, you'll be able to become the star of your favorite game.



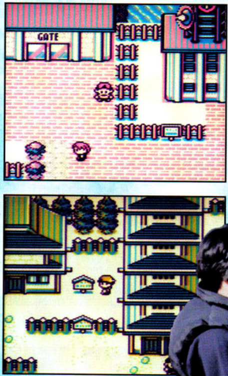
The dinosaur above hails from Creator, a paint program from Software Creations. As in Super NES Mario Paint, you can play a flyswatting game in Mario Artist, but this time it's in 3-D!



From a simple cube you'll be able to build a jet using Polygon Maker.



POCKET MONSTERS


Two new Pocket Monsters game—the Silver and Gold editions—were introduced in Japan.

THERE'S ALMOST no comparison in North American gaming to the incredible success of Pocket Monsters in Japan. At Space World, Nintendo gave away the 151st monster, a little guy named Myuu, to well over one hundred thousand PM fanatics. The new gold and silver Pocket Monster games were introduced, as well. Huge news in Japan, but what does it matter to us? For one thing, Mr. Yamauchi announced that the collectible, tradeable Pocket Monsters would arrive in North America in the fall of '98. He also indicated that the games would be customized for western markets, a process that should include new art for many of the monsters. That's just the beginning.

OUT OF THE POCKET

With the Nintendo 64 Disk Drive, Pocket Monsters will enter that new realm of gaming described by Mr. Yamauchi and Mr. Miyamoto as emphasizing nurturing, trading, adding and collecting. Pocket Monsters Stadium for the Nintendo 64 Disk Drive uses an adapter to link a Game Boy Pocket Monsters Game Pak to the N64 Controller.

A MIYAMOTO MOMENT

AS ALWAYS, ONE OF THE HIGHLIGHTS OF OUR TIME AT THE SHOW CAME FROM TALKING TO MR. MIYAMOTO ABOUT HIS CURRENT PROJECTS. FOLLOWING ARE TRANSLATED EXCERPTS FROM OUR CONVERSATION WITH THE UNDISPUTED MASTER OF GAME DESIGN.

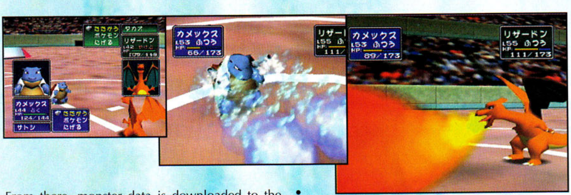
POWER: How will the Nintendo 64 Disk Drive change video game playing?
MIYAMOTO: I think it's now becoming clear why we chose to go with the Disk Drive rather than with CD-ROM. Mr. Yamauchi talked about several game elements that will be important in the future. For instance, Pocket Monsters is an obvious example of trading, but the trading concept can go much deeper. In SimCopter you'll trade information with SimCity. If a fire breaks out in SimCopter, you'll fly to the location through a city that you have created in SimCity 64. This is also a big part of Mario Artist. You could paint a picture on the side of a building in SimCity using art from Mario Artist.

POWER: How finished is Zelda 64 at this time?
MIYAMOTO: The play control is almost done, but the game still needs more puzzles and surprises. I want Zelda to be a totally new experience for players.

POWER: Is Metroid 64 on your schedule?
MIYAMOTO: We don't have a Metroid game in the works at this time. Would you like to see one? [What do you think we answered?]

POWER: What do you like most about F-Zero X?
MIYAMOTO: I think it's the fastest video game in history. You drive about 1,000 kph and the animation runs at 60 frames per second.

POWER: 1080 Snowboarding kind of appeared out of the blue. How do you like it?
MIYAMOTO: It's very realistic and I like that. We want to make it the best snowboarding game out there and we want to be one step ahead of the others, but we also think it needs to come out before the snow melts.



In Pocket Monsters Stadium, players import a couple of monsters from the Game Boy versions of Pocket Monsters and watch them fight in full color 3-D animation.

From there, monster data is downloaded to the Nintendo 64 Disk Drive game. Once your monster is in Pocket Monsters Stadium, you'll see it in a colorfully rendered, 3-D form, and you'll be able to enter it in a battle tournament against your friends' favorite monsters. If you want to transfer the monster back to the Game Boy for more training and RPG play, you can do that, too.

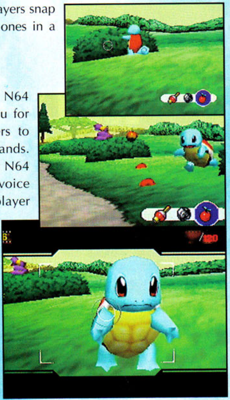
BAG A MONSTER

The second Nintendo 64 Disk Drive Pocket Monsters game takes you into a 3-D world alive with monsters from the PM universe. The object is to hunt down all the monsters and shoot them...with a camera. After all, you wouldn't want to hurt an innocent monster. Since many monsters tend to be shy in the wild, virtual photographers may have to lure them into the open with bait and snacks. Once a monster is visible, players snap off several shots then save the best ones in a Pocket Monsters photo album.

MONSTER LULLABY

This one is really out there. An N64 product called Pikachu Genkidechu for the Japanese market allows players to give Pocket Monsters verbal commands. A special microphone plugs into an N64 controller slot, and the game uses voice recognition to interpret what the player says. In turn, the monster will react to your commands, displaying appropriate emotions on its cute little monster face.

Space World demonstrated that, in the near future, not only will we trade and upgrade game data, we'll design courses, add art and talk to characters directly. Much of that future vision of gaming depends on the unique read/write capability of the Nintendo 64 Disk Drive, and Game Boy's ability to transfer data makes it an integral part of the N64 gaming picture. The future is upon us, and a little monster shall show us the way.



Say "cheese." The goal of Pocket Monsters Snap is to make a photo album that includes every monster in the game.

POWER: Super Mario RPG 2 really has a new look. What are your goals for it?

MIYAMOTO: The original Super Mario RPG used rendering technology to give it a 3-D look. With the N64 you could also do the game with rendered art, but it would look very much like the original and we want to do something different. We're looking at ways to make it new. For instance, in Yoshi's Story, we're using the idea of the story book. In Super Mario RPG 2, we're doing something along those lines.

Super Mario RPG 2

CLASSIFIED INFORMATION

0428 6211 4842 0680

MEMBER IDENTIFICATION #

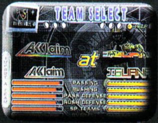
NFL QUARTERBACK CLUB 98

Football Follies

It's January again, and this is the time of year when our thoughts turn to–you guessed it–the Superbowl! What better way to commemorate this yearly milestone than with some terrific codes for NFL Quarterback Club '98? If you're a subscriber, you'll notice that some QB codes are included in our Members Only special feature. We did make sure, however, to reserve a few choice QB codes for the faithful here at Classified Info!

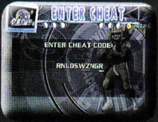
Hidden Teams

To activate the Acclaim and Iguana squads, enter "STNTXTM" on the Enter Cheat screen. You'll hear a tone if any code is entered correctly.



Pump You Up!

To transform your players from girly-men to real men, enter "RNLDSWZNGR" on the Enter Cheat screen. All your players will be much stronger than before.

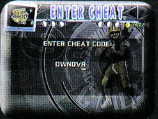


ENTER CHEAT CODE

RNLDSWZNGR

Extra Downs

If your offense needs a little break, enter "DWNDRV" on the Enter Cheat screen. This code will give you extra downs.



ENTER CHEAT CODE

DWNDVR

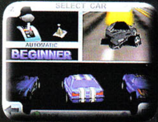
San Francisco RUSH EXTREME RACING

Turn and Burn

If you like these Rush codes, turn to our special Members Only section for more. If you're not a subscriber (shame, shame!), don't worry; we'll have even more next issue. Note: the Burning Car and Size codes are entered on the Car Select screen, while the Disable code is entered on the Setup screen. Repeat the Size code to switch between small, medium (normal) and large cars. You can use either the Control Pad or the Control Stick to enter the Disable code.

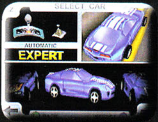
Burning Car

Hold top C and press Z four times. This will change your car into a burnt-out hulk. (It may look horrible, but it will still go!) Repeat the code to change the car back.



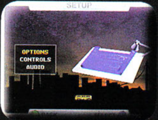
Change Size

To change your car's size, press and hold bottom C and top C in that order. Release both buttons. Now press and hold top C and bottom C in that order. Release both buttons.



Disable Collisions

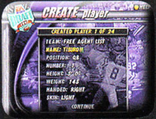
To disable collisions, press Left, and then press and hold Right and right C in that order. Release both buttons. Now press top C, left C, bottom C and Z. A bus icon will appear if you enter the code correctly.



Madden Football 64

Hidden Team

No Madden game would be complete without a cool hidden team code at the very least. To enable the ultra-powerful Tiburon team, first enter the Season mode, choose "Front Office" and then select "Create Player." Enter "Tiburon" as the player name. Save the player and exit. The Tiburons will now be available in the Exhibition mode. They'll be more than a match for any squad out there!


CREATE player
CREATED PLAYER 1 OF 24
TEAM: FREE AGENT LIST
NAME: TIBURON
POSITION: QB
NUMBER: 1
HEIGHT: 5' 0"
WEIGHT: 145
HANDED: RIGHT
SKIN: LIGHT
CONTINUE

This team is available in Exhibition mode only and can't be saved to a Controller Pak.

The Tiburons will run rings around (or just run over!) any opponents.

TOP GEAR RALLY

Crazy Cars

If you're a true Gear-head, then you'll love this tasty bit of insider info. To activate the Milk Truck, complete the entire first year of the Championship mode. If that little moo-ver isn't fast enough for you, then complete two full years (two six-season circuits) in the Championship mode to enable the Helmet Car. Both cars are front-engined with rear wheel drive and are rated "11" in acceleration and top speed.

LAP 1/3
TOTAL TIME
LAP TIME
92MPH
20TH

Looking for a new ride? You'll have to earn it!

LAP 1/3
TOTAL TIME
LAP TIME
MILK
62MPH
20TH

This baby handles smooth—smooth like buttah!

MACE

Hidden Surprises

We told you last issue that we had just one more Mace code in our files, but we wondered in print if there were any more to be had. Well, our faith was well rewarded with several sweet surprises from our pals at Midway. We've uncovered several hidden Mace characters over the last couple of issues, and our code hunters have also bagged a whole herd of special moves for them, which we'll reveal starting next issue. In the meantime, see if you can figure out any of their moves on your own!

Play As Ned

To play as Ned, go to the Character Select screen and highlight Koyasha, press Start, highlight Executioner, press Start, highlight Deimos and press Start. Now choose Xiao Long as your character.

NED
53
MORDOS KULL

War Mech & Ichiro

This code is a two-fer! On the Copyright screen, rotate the Control Pad counter-clockwise until you hear a tone. War Mech and Ichiro will now be on the Character Select screen.

WAR MECH
MORDOS KULL

2-Player Practice

Plug in two controllers. On the Title screen, press Start on both controllers simultaneously. Now two players will be able to enter the Practice mode and spar against each other.

PRACTICE MODE
2 HIT COMBO

Golf Course Arena

To hold your battle on a golf course, go to the Character Select screen, highlight Koyasha, press Start, highlight Kull, press Start, highlight Takeshi and press Start. Choose characters as normal.

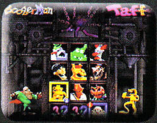
XIAO LONG
KOYASHA

ClayFighter 63⅓

Boogerific Fatalities

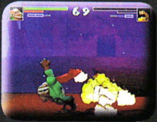
Clayfighter 63⅓. Boogerman as a playable character. The patented Flaming Fart. The ever-so-delicate Toiletality. Need we say more?

Boogerman


Boogerman
Taff

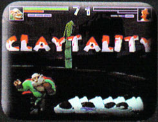
To activate Boogerman, go to the Character Select screen, hold the L Button and press Up, Right, Down, Left, Right and Left on the Control Pad.

Flaming Fart



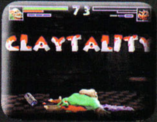
To unleash this, er, unique fatality, stand at sweep distance and press Down, Down, Back, Back, Toward, Toward and the R Button. This must be seen to be believed!

Toiletality


71
CLAYTALITY

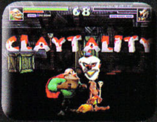
To bring a rain of porcelain terror down on your opponent, stand at sweep distance and press Down, Down, Back, Back and Fair Punch.

Falling Squish


73
CLAYTALITY

Stand close (but not next) to your opponent and press Down, Toward, Down and the L Button. Not terribly spectacular, but effective, nonetheless.

Squeeze Cheese

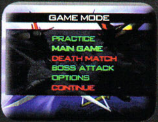

68
CLAYTALITY

Stand close to your opponent and press Down, Down, Down ad the R Button to execute this squeeze play.

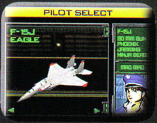
AeroFighters Assault

Hidden Pilots

If none of the default pilots is turning out to be Top Gun material, give these two a try. To activate Mao Mao and his F-15J Eagle, press left C, bottom C, right C, top C, left C, right C and bottom C on the main menu. (He'll also appear if you continue a game three times on the Tokyo stage.) To activate Spanky the Dolphin and his X-29A, you must complete all the bonus stages.


GAME MODE
PRACTICE
MAIN GAME
DEATH MATCH
BOSS ATTACK
OPTIONS
CONTINUE

Enter the Mao Mao code on the main menu.

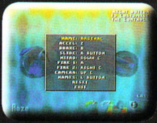

PILOT SELECT
F-15J EAGLE
F-15J
20 MM GUN
PHOENIX
JAMMING
MAO MAO

The F-15J is effective against land and air opponents.

Extreme-G

Psychedelic Cycling

We're beginning to wonder if there's any end to the trick names in Extreme G! To enable unlimited weapons, enter "arsenal" as your name. Press the Fire button at any time during a race to call for special weapons. To make your tires and/or the tracks very slippery, enter "banana" as your name. To have unlimited super turbo boosts, enter "nitroid" as your name.


RIGHT BUTTON TO CUSTOMISE THE CONTROLS

NAME: ARSENAL
ACCEL: Z
BRAKE: B
SLIDE: R BUTTON
NITRO: DOWN C
FIRE 1: A
FIRE 2: RIGHT C
CAMERA: UP C
NAMES: L BUTTON
RESET
EXIT

Many of these names can be used together. Just enter them one after the other.

1st
8:29:5
262

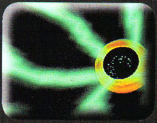
The super turbo boosts can make for quite a racing experience!

CLASSIFIED INFORMATION

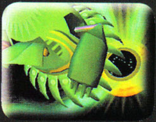
TETRISPHERE

Into the Twilight Zone?

Here's one that came to us via e-mail. To see a fun cinema scene, first enter "VORTEX" as your name and press "OK" to confirm it. Now press and hold the Reset Button on your N64. The scene will repeat after several seconds.



It will take several seconds for the scene to begin.



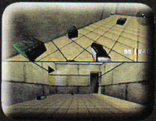
"You're entering a dimension of sight and sound..."

GOLDENEYE 007

Extra Ammo

Here's something we just stumbled across one day. In multi-player Live and Let Die mode, try shooting ammo boxes with bullets. They won't blow up, as you might expect. In fact, a few of them will split into two ammo boxes!

This trick works just with bullets and not explosives.



The extra boxes will regenerate after you collect them.

ROBOTRON 64

Super Weapons

To help you prolong the inevitable in Robotron 64, try these super weapon codes on for size. At any time during play, press Up, top C, Up and top C to activate a double laser. To switch to a triple laser, press Right, Right, left C and bottom C. If you're really in dire straits, press Down, Down, Up and right C. You'll activate the triple laser and you'll leave behind a glowing trail that will destroy almost any enemy that touches it. Each super weapon will last for only a few seconds at a time.

Use the Control Pad (not the stick) to enter a code.

The effect will last only a few seconds, so make it count.

SECRET OF MANA

Code Hunter Corner: Ornery Orbs

Some players have been having trouble with the Sword Orb trick for Secret of Mana we printed in Volume 102. As we mentioned, using the Neko save point near the Ice Country can scramble or erase your game file, and that's why we recommended using an empty file. What we didn't mention is that using this point can also cause your game to freeze. If this happens, you can reset and try again. Be warned, though; in some cases, this trick may not work at all.

If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

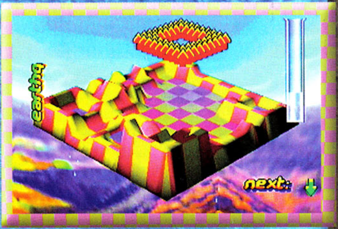
A POWER PUZZLER PREVIEW:

WETRIX™

Ocean has a wonderfully weird and wet puzzler that looks like a potential splash! Dive into our preview of this game in development.

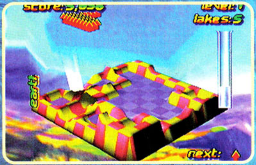
PLAYING ON A RAINY DAY

Created by Zed Two in England and published by Ocean of America, Wetrix is the second puzzle title planned for the Nintendo 64. The object of the game is to move falling blocks around to keep rainwater from leaking off your square parcel of 3-D landscape. The longer you keep water on the playing field, the more points you'll earn.



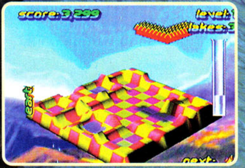
THE GATHERING CLOUDS

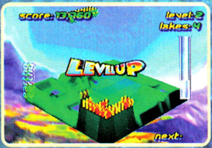
You start Wetrix with a flat, square of land. As the game begins, random blocks will fall from the sky. You need to piece the blocks together to form enclosed square areas to hold water. If you remember playing Rampart, you'll recall building fortress walls with puzzle pieces. You have to do the same thing in Wetrix, but your object is to build dikes and dams and prepare for the impending storm.



THE DELUGE

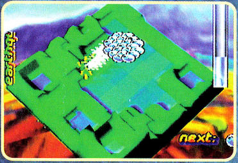
Whether you're ready or not, the Wetrix rains will arrive and tumble down across your landscape. You must do your best to direct the small and large torrents of water into the lakes, rivers and canyons you've created with the blocks. Since you have no control over how much water falls, you'll have to do your best to manage the rising flood and hope your luck holds on long enough for another block to arrive so you can repair any damage caused by the heavy rains. As the table exceeds the saturation point, the rivers and lakes will overrun their banks, and the excess water will drain off the table and fill a beaker on the side of the screen. The game will end when the beaker is full.



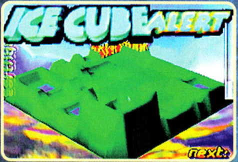


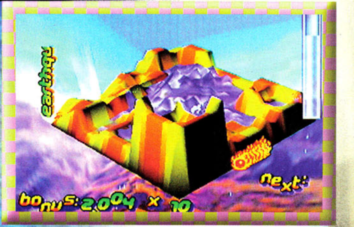
FIRE AND ICE

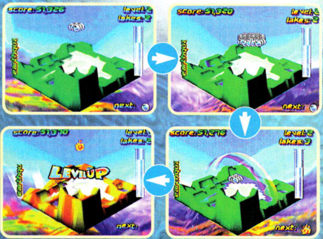
In addition to placing blocks to manage your drainage system, you'll have to deal with strange objects, like fireballs, ice cubes and bombs. Ice cubes always fall in a random location over a body of water, instantly freezing everything they touch. You can control and direct bombs, but if you misplace one, you'll blast a crater clear through the playing surface and drain the water from your landscape. Fireballs are great for thawing frozen lakes or evaporating large wetlands. Fireballs will also lower the water in your beaker, buying you time to continue playing into the next level.


earthqu
next:

If you're not sure if you've got the next piece lined up for a drop, you can use the C Buttons to shift or tip Wetrix's isometric playing field.

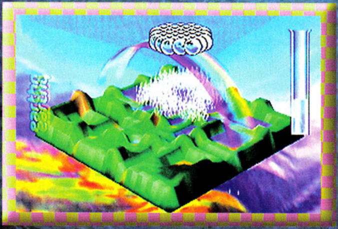

ICE CUBE ALERT
next:

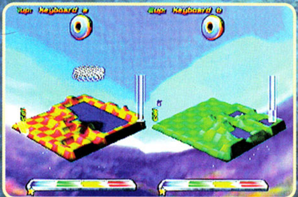

earthqu
next:
bonus:2,004 x 10


score:51,326
level:2
lakes:2
score:51,320
level:2
lakes:2
score:51,310
level:2
lakes:2
score:51,276
level:2
lakes:3
LEVEL UP
next:

HEAD FOR THE HIGH GROUND

It's still too early to speculate on all the modes planned for Wetrix, but the version we previewed included a two-player mode. Truth be told, although this game was still incomplete, we couldn't turn the thing off. It's a sure bet that puzzle fans will be playing this addictive title for more than forty days and forty nights.




1up: Keyboard a
2up: Keyboard b

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DUKE NUKEM 64™

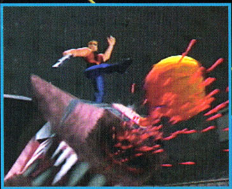
QUIT COWERING IN THE CORNER!

You've blazed and blasted your way deep behind enemy lines, just to find yourself low on ammo and clues. Take a breather—and take aim at this month's tips and secrets.

MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

WHO WANTS SOME?

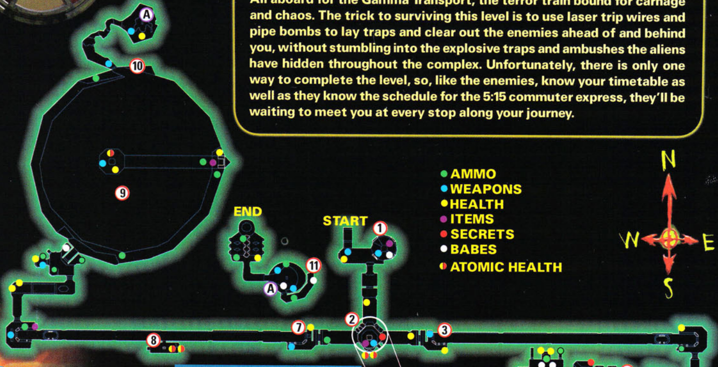
Nintendo Power Volume 102 featured secrets and strategies for three of the toughest early levels in Duke Nukem 64. While this helped gamers get midway through the game, we knew that sooner or later most hardcore players would run into a jam or two before they reached the final battle. With this in mind, we wanted to provide some additional strategies on the final stages, including a tip or two for reaching Area 51, one of the grooviest—if not the toughest—secret levels in the entire game. So load up and get ready to rock!

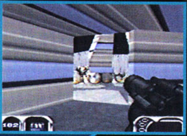


If you get your kicks bashing alien baddies, you'll love this month's coverage of the trickiest spots in the advanced stages in Duke Nukem 6. In addition to outlining tips on defeating the alien invaders and uncovering secret areas, we'll show you how to reach secret stages, including Area 51.

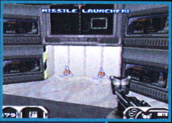
DARK SIDE

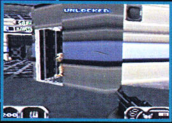
All aboard for the Gamma Transport, the terror train bound for carnage and chaos. The trick to surviving this level is to use laser trip wires and pipe bombs to lay traps and clear out the enemies ahead of and behind you, without stumbling into the explosive traps and ambushes the aliens have hidden throughout the complex. Unfortunately, there is only one way to complete the level, so, like the enemies, know your timetable as well as they know the schedule for the 5:15 commuter express, they'll be waiting to meet you at every stop along your journey.



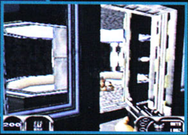


① This prisoner is being used as bait to draw you into a nasty ambush. She's immune to grenades, so use a few to clear out the room before you walk in here and save the day.

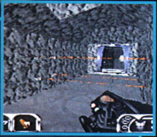




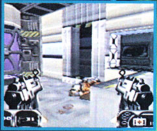
② Increase your hit points by picking up the two Atomic Health power-ups hidden behind the security monitor at the hallway intersection. If you turn around to the left, you'll see a button near the corridor ceiling. Shoot the button to open a hidden elevator door. Dispatch the alien and ride the elevator up to a secret control room where you can save another prisoner.



③ You need the Yellow Key Card to use the Beta Transport. This means the aliens know you'll be boarding the Alpha Transport first. Clear out the car and use your grenade launcher on the truculent toadies waiting at the end of the line.



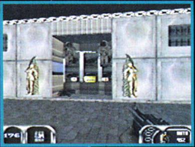
④ Nothing foils a trap or ambush like a good counter-trap. Set a few laser trip wires in the hallway before you venture farther into this section of the maze. A couple of aliens will try to sneak up behind you, but they'll never make it past the explosives you've left to cover your tracks.

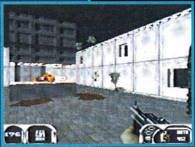


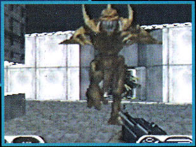
⑤ If you push against the walls where you found the Holoduke, you'll stumble into a room with an elevator. Be ready for action when the elevator doors slide open—there's an alien waiting in the corridor. Drop a pipe bomb or two into the water tanks to discourage the foes gathering on the main floor.

6

Sprint for the Yellow Key Card and collect all of the other items in the alcove the moment you enter this chamber. As you turn around, a half dozen wall panels will open and slimy creatures will leap out at you. Use your shotgun to dispatch the aliens, then edge your way to the door in the corner. Behind the door you'll find a massive monster armed with a shrinker and some razor-sharp claws. As you flee from the beast, drop and detonate pipe bombs behind you. You won't be able to leave the area until you defeat him.







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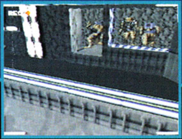
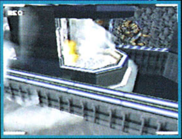
Aliens are waiting to ambush you at the end of the line. You can derail their plans by delivering a remote control bomb. Throw a pipe bomb on the Beta Transport, then watch the security monitor as the train arrives at the other station. Detonate the bomb when the doors open.





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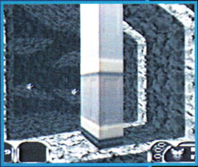
You'll stumble into a secret area halfway along the Beta Transport tracks. To find it, lean out of the door as the train rumbles through the tunnel. You'll jump off the transport as it passes the open hole. Inside you'll find two Atomic Health power-ups.



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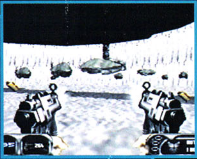
This broad crater is swarming with explosive homing drones. The trick to defeating them is to lure them into chasing you around the crater wall. As you run, spin around and blast them with your guns. As long as you keep moving, you'll be able to wipe out all of them without taking a hit.



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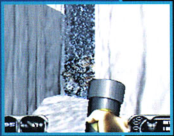
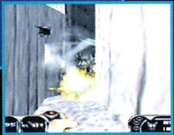
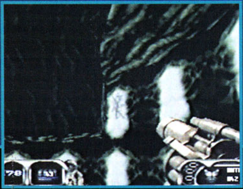
There's a heavily-armed monster waiting to duke it out the moment you deactivate the force field in front of him. You can take this guy out without a fight if you roll pipe bombs up against the energy barrier. Projectiles can't pass through force fields, but the explosive power of the pipe bomb will always blast a target.

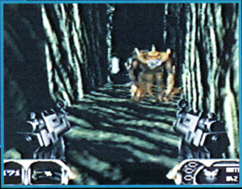




11

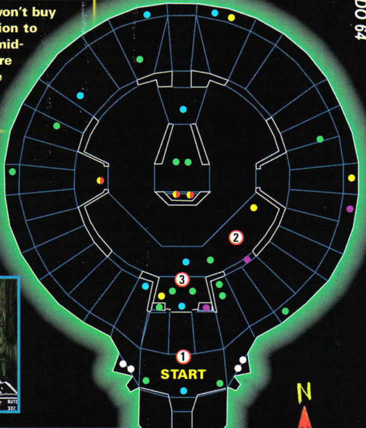
After you deactivate the force field, you'll have a choice between exiting the stage at the bottom of the crater and opening up a passage that leads to Lunatic Fringe, one of secret stages in the game. Either way you'll have to step into the black monolith. There you'll find the normal stage exit at the bottom of the pool. To find the secret passage, look for a crack in the upper wall as soon as you step through the monolith. Use a pipe bomb to blast open the hole. Run and leap up through the opening, then hit the self-destruct button. You'll find the strategies for completing Lunatic Fringe on the next page.





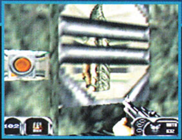
LUNATIC FRINGE

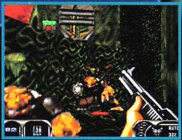
Blasting everything in Lunatic Fringe won't buy you a ticket to the next level. The solution to this bewildering stage is locked away in the middle of the central core. What you see inside the core doesn't necessarily reflect reality, so don't believe your eyes—unless you see a huge alien pointing a massive artillery piece at your head.

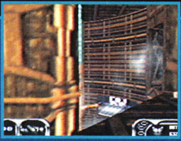


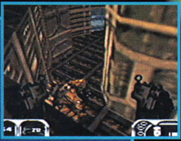
● AMMO
● WEAPONS
● HEALTH
● ITEMS
● SECRETS
● BABES
◐ ATOMIC HEALTH

① Dispatch the aliens that attack you at the stage entrance, then shoot the four buttons on the walls around the chamber. Pressing the four buttons will open the core, but it will also release every enemy onto the main floor of the stage. This strategy sounds suicidal, but it's easier to solve the stage puzzle and find the exit after you defeat all of the enemies.



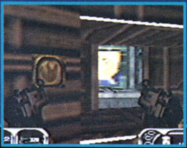


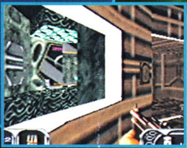




② There are two tough aliens inside the core. Standing toe-to-toe and duking it out with these armored beasts will result in nothing but grief and frustration. The trick is to stand on the ledge of the core window and lob pipe bombs and grenades down on them. You'll find it easier to clean out the remaining pockets of resistance inside the core after these seedy characters have been eradicated.

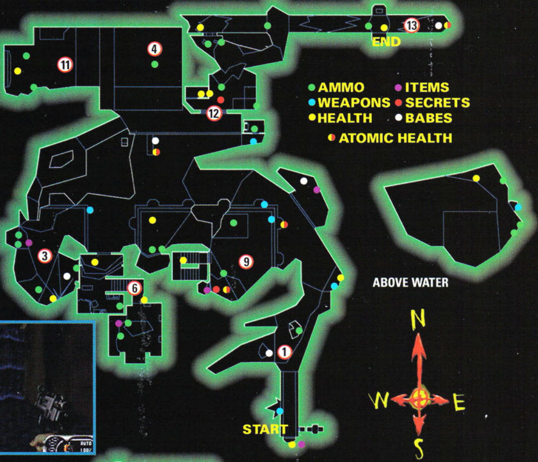
③ To get out of the level, press the alien palm print just inside the core. If you press the button and glance out the window, you'll see an open passage leading out of the level. But if you walk around the corner, you'll see a solid wall and a big map. What's going on here? Think of each core window as a rearview mirror. What you're seeing is on the opposite side of the core. You'll find that the exit is on the other side.

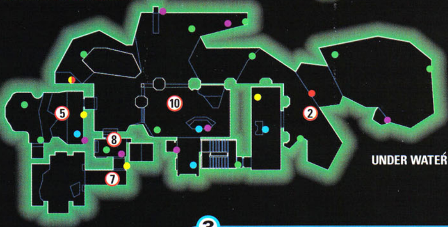




FLOOD ZONE

It takes only one mistake in Flood Zone to send you to your watery grave. The twisting passages and sunken streets in this half-submerged city will take your breath away—permanently. If you find yourself constantly ending up as fish food, remember this Nukem fishing fact: one or two pipe bombs will fillet the catch of the day.



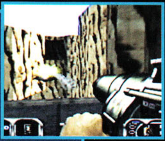


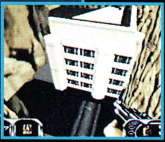
① Don't go diving off into the depths until you rescue the woman trapped on the rock above the falls. Leap off the ledge and swim up the stream, then turn around and let the current push you back to the rock.

② This secret area is tough to find, even if you're wearing night vision goggles. As soon as you leap off the falls, look for the strands of seaweed on the wall opposite the submerged office building. Place a pipe bomb or two against the wall to open the hole, then swim in and collect the scuba equipment, missiles and assorted ammunition.

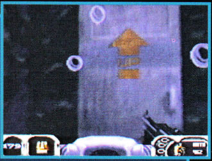
③ High above these ledges you'll find the Blue Key Card and and a hidden alcove containing missiles. Stand where you found the card and turn into the wall to find the heat seeking missiles. If you keep climbing you'll end up on Flood Zone's lethal rooftop level.

4 Use the missile launcher or other explosive devices to take out the high flying hot shot and his fancy jet fighter. If the alien closes in before you shoot him down, switch over to your pipe bombs and leave a trail of fiery shrapnel along your escape route. After you've smoked the jet, leap off the roof and land on top of the flashing electric sign. Here you'll find an Atomic Health power-up and another prisoner.

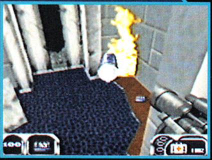




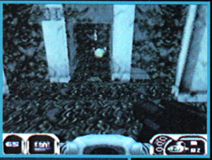
5 If you guessed that this is an elevator shaft, you're exactly right. But you'll run out of air if you wait around for a lift. The only way to the top floor of this building is to swim up the elevator shaft. Keep your shotgun or pistol ready—after you reach the top, you'll crash the extraterrestrial party currently underway in the penthouse suite.

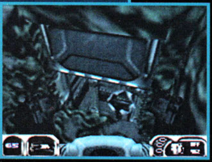


6 There's a ton of trouble waiting for you beneath the surface of this dark water. Don't jump in until you scatter a cluster of grenades across the pool and clear out the baddies lurking in the depths.

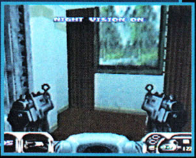


7 If you detonated grenades or pipe bombs to clear out the pool, you won't have to fight your way to the elevator shaft that leads to the room with the Yellow Key Card. If you're having problems finding your way, see the big picture by activating your night vision goggles. Your machine gun will clear out the enemies in your way.

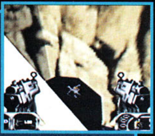


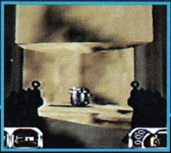


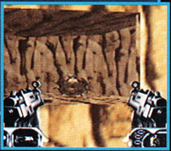
8 Once you get the Yellow Key Card you can turn around and swim back up through the building, or, if you find yourself short of breath, swim behind the red curtains. Inside you'll find a tunnel leading up to an air pocket and a teleporter. The teleporter will take you back to the start of the stage.



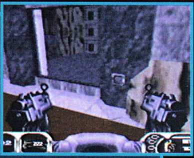
9 Use the Yellow Key Card on the door inside the white office building. The door opens onto a stairway leading to the roof. Load up on ammo and items, then watch your back—there's a flying jet jockey waiting for you to grab the Atomic Health power-up above the stairway door. Nab the power-up, then spin around and fire a spread of missiles. Replenish your health by picking up the second Atomic Health power-up out on the building ledge.



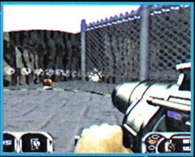




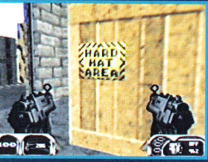
10 After you've cleared the roof, go back down the stairway and swim into the basement. Shoot the button on the wall, then swim through the open door. You'll find the Red Key Card beneath the red neon sign across the street.

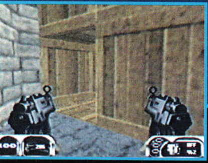


11 If you haven't guessed already, there's a final jet jockey waiting for you to walk to the Red Key Card door. Blast him, replenish your energy, then stock up for one last battle inside the rooftop storage room.

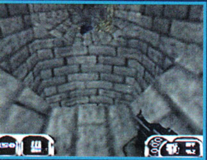


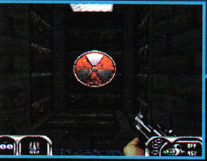
12 This might be a hard hat area, but Body Armor is the required attire when you're clearing out the construction site. The sign is actually a lever—stand in front of it and open it like a door. You'll find an open panel on the other side of the crate. This open box is the last secret place in this stage.





13 Watch your step when you're rescuing the prisoner in the sewers—there's an open pit just in front of you. You can take a running leap or use your jetpack to clear the gap. After you've saved the woman and collected the Atomic Health power-ups, take a step backwards and fall into the pit. You'll find the stage exit at the bottom.

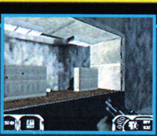


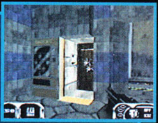


MOVIE SET

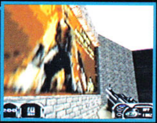
The Movie Set stage is a big fork in the road: depending on where you go in the stage you'll either end up in Rabid Transit, the 26th level in Duke Nukem 64, or you'll find your way to Area 51, arguably one of the coolest and toughest places in the game. Read up, then chart your course.

1 You'll have to work fast to get to the first secret place. Vault across the counter and activate the cash register on the left—the one without a dollar bill by it—then run back to the candy machines in the other room. If you're fast enough, you'll reach the door before it closes.

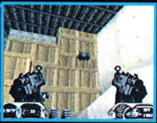




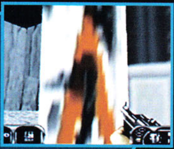
2 You'll find another secret area and a plasma gun in a room behind the Duke Nukem billboard. Climb up the wall above the smoking helicopter and leap to the ledge beneath the sign. Inch along the ledge until you find the hole in the canvas.



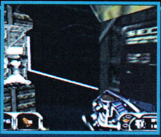
3 It's a little too quiet on the set of Studio 17A. You can avoid a potentially lethal ambush by softening up the room with grenades and pipe bombs. Use your machine gun or other small arms to clean out any remaining pockets of resistance.

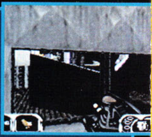


4 Some wise guy painted graffiti over the button on the USA sign in Studio 17B. Press against the letter A to activate the switch. The hidden switch opens a secret place next to the sign. Inside you'll find three prisoners and some heat-seeking missiles. Load up on the goods, because a squad of aliens is sneaking up behind you.

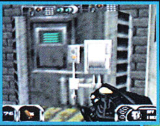


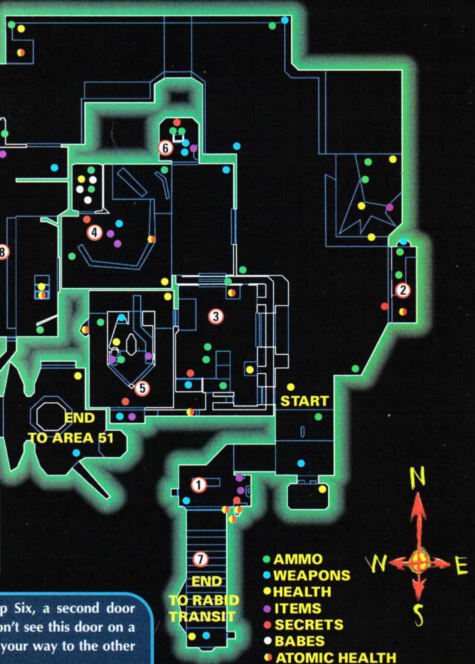
5 This studio resembles the bridge of a space ship. The Red Key Card is sitting on the captain's chair. If you activate the security monitor, you'll see the entrance to Area 51, one of the secret levels in the game. You must follow Steps Six and Eight to reach Area 51. The other switch near the chair activates a hidden panel on the other side of the studio. You'll find a pair of night vision goggles behind the panel.



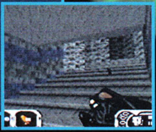


⑥ The Red Key Card opens a utility room door. This room looks ordinary, but there's an important electrical switch that controls both doors leading to the Movie Set exits. If you flip the switch and check the security monitor, you'll see the door that connects you to the Rabid Transit stage open.

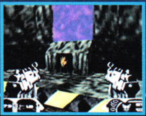


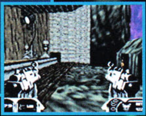


7 If you walk down these subway tairs, you'll be on a one-way trip to the abid Transit stage. Hidden along the teps are explosive charges hat will seal off the passage ehind you. If you plan on xploring Area 51, do not valk down the stairs—move long to Step Eight instead.



⑧ When you flipped the electrical switch at Step Six, a second door opened on the opposite side of the Movie Set. You won't see this door on a security monitor, and it's very difficult to reach. Fight your way to the other end of the stage and enter the open door leading to the sound stage. Defeat the monsters and press the red alien palm print in the fireplace. Pressing the button opens a small door at the far end of the room.





⑨ The Area 51 aliens have sent out a welcoming committee. Clear the path ahead of you with the grenade launcher or pipe bombs. If fight gets too intense, switch to your plasma gun. One powered-up plasma charge will usually clear an entire room—a survival tactic you'll use throughout the next level.

GAME OVER?

Not by a long shot, straight shooter. You're still four levels away from trading blows with the head honcho and mastermind behind the alien invasion. Luckily for you, most of the combat techniques and clues you've picked up in this review apply to the rest of the levels in the game. If you remember our advice and keep your wits about you, saving the world will be a piece of cake.

YOSHI'S STORY™
Coming soon to your N64 from Nintendo

NINTENDO POWER

DIDDY KONG RACING™

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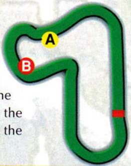
Diddy Kong Racing School

Driver's ed is in session, and we'll put you on the fast track to getting to the head of the class (and the pack)! After racing each of the eight main racers on each of the tracks on Timber's Island, we were able to map out the best shortcuts and chart our best lap times. Who's the best racer for which course? Enroll in DKR school to find out.

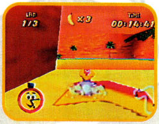
12 Best Shortcuts

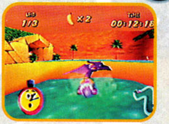
Save time with a dozen detours. The A on each map marks the shortcut's entrance, while B is its exit.

Fossil Canyon

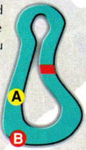


Why drive around the lake when you can boost over it? Rocket from the course's second zipper so that you jettison near the left canyon wall. When you touch down, head for the nearby zipper to launch your car over the lake and toward the tunnel entrance at the opposite shore.

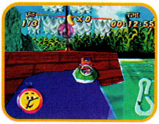

LAP 1/3
×3
TIME 00:14:41

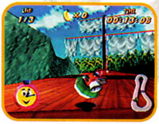

LAP 1/3
×2
TIME 00:12:18

Whale Bay

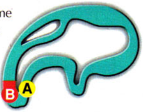


Rather than cruising around the pirate ship docked in Whale Bay, take the inside line by boarding the schooner and detouring on its deck. Whenever you approach the back of the boat, the whale will peep its head above water. Using the whale as a ramp, race up its blubbery back, hop on board the ship, then hop off by the tree that grows near the left side of the ship.

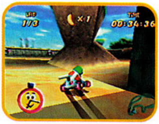

LAP 1/3
×0
TIME 00:12:55

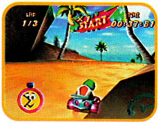

LAP 1/3
×0
TIME 00:13:08

Crescent Island

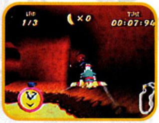


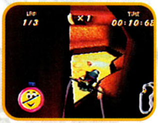
Cutting corners will also cut your time down, and one of the best corners to clip is Crescent Island's. As you exit the final tunnel, hold both the R and B Buttons while turning right to sharply swerve into the hidden inside path.

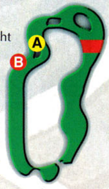

LAP 1/3
×1
TIME 00:34:36


LAP 1/3
START
TIME 00:37:81

Hot Top Volcano

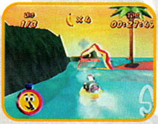

LAP 1/3
×0
TIME 00:07:94

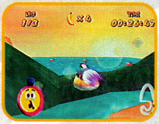

LAP 1/3
×1
TIME 00:10:68

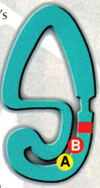


By taking the right passage in the lava-filled tunnel, you'll have a straight flight path through the cavern's first stretch. The shortcut's easy to overlook, but if you fly around the stalactite's right side, you'll be able to make a beeline for the detour.

Pirate Lagoon

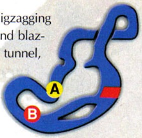




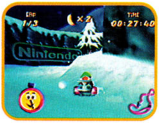


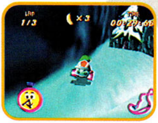
Enter Pirate Lagoon's final zipper in order to propel your hovercraft over the barrier reef. If your steering is shaky, you'll botch your attempt at clearing the wall, so try it only if you're a confident and capable captain.

Walrus Cove

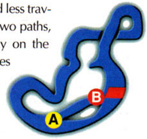


While other racers will follow the course's zigzagging path, you can save time by going off road and blazing your own trail. When you exit the last tunnel, boost from the zipper to the snowbank on the right. Plow along the bank, cross the road, then head for the left rock wall to plow through another snowbank.


LAP 1/3
×2
TIME 00:27:40
Nintendo



Walrus Cove

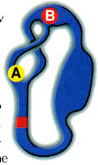


Break away from the pack by taking the road less traveled. Walrus Cove's final stretch forks into two paths, and most racers motor down the pathway on the right. Though the narrow left path leaves little room for shaky steering, it'll be the quicker road to victory. In addition to being the shorter route, the left road also contains the course's final road zipper.

LAP 1/3
×3
TIME 00:40:94

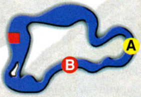
LAP 1/3
×6
TIME 00:40:58

Snowball Valley



The red arrow visible from Snowball Valley's starting line warns you to turn right. Arrow, shmarrow. Ignore the sign and swerve left as you approach it. Around the bend you'll spot a Christmas tree with a tunnel to the right of it. Barrel through the passageway, then, as soon as you spot the tunnel's exit, slide to the right so you can keep the inside line and reach the nearby road zipper.

Frosty Village



The main path zigs and zags, so unless you want a case of whiplash slowing you down, cruise along the left or right shoulder. As soon as you exit the tunnel that leads from the houses, head off road toward the left or right lamppost. Both shoulders will get you to the next tunnel in about the same amount of time, and both feature a series of zippers.

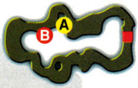
LAP 1/3
×2
TIME 00:28:82

LAP 1/3
×4
TIME 00:20:70

Greenwood Village

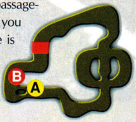
LAP 1/3
×0
TIME 00:07:08

LAP 1/3
×1
TIME 00:10:82



Greenwood Village's wishing-well shortcut bypasses the widely curving road that leads to the town's caves. To take the detour, race directly toward the well, then swerve into it so you're facing right. When you hit the bottom, you'll be facing the correct direction to launch from the shortcut's zipper. As you boost from it, veer left to merge back on course.

Boulder Canyon



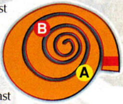
The castle's murky tunnel splits into two passageways, and even though the left passage spits you out farther down the river, the right passage is the quicker and shorter route. At the fork, hover through the brighter passageway on the right. The detour will not only get you to the river faster, but it will also plop you near a zipper that the left tunnel bypasses.

LAP 1/3
×1
TIME 00:28:64

Tricky Challenge

2ND
TIME 00:57:73

2ND
TIME 01:07:75



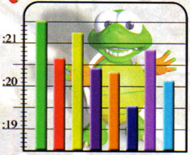
The race against Tricky the triceratops is the only boss challenge with a shortcut. Just past the third Blue Balloon grows a grove of shrubs. If you turn left into the bushes, you can shortcut through the middle of the spiraling mountain. When you emerge on the other side, turn left to get back on track.

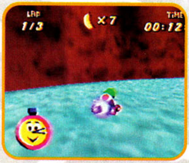
Dino Domain

By averaging our best lap times, we've formulated NP's breakdown of each driver's performance on each track.

Ancient Lake

TIME:	DRIVER
21:50	Krunch
20:65	Diddy
21:25	Bumper
20:43	Banjo
20:33	Conker
19:56	TipTup
20:85	Pipsy
20:16	Timber

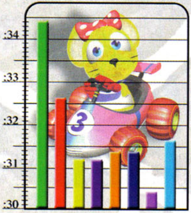




The shorter the bar on the graph, the shorter the driver's lap time in seconds, so, clearly, the turtle waxed the competition. Quite the shell on wheels, TipTup gets our vote for best racer in Ancient Lake.

Fossil Canyon

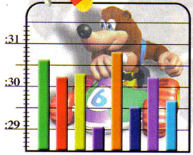
TIME:	DRIVER
34:41	Krunch
32:63	Diddy
31:20	Bumper
31:63	Banjo
31:40	Conker
31:40	TipTup
30:40	Pipsy
31:68	Timber



Squeaking in at almost half a minute per lap, Pipsy has no problem eking out record times in Fossil Canyon. Her superior handling and acceleration make her especially adept at clearing the corners and shortcut.

Hot Top Volcano

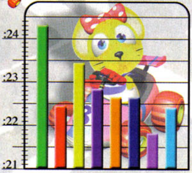
TIME:	DRIVER
30:66	Krunch
30:28	Diddy
30:31	Bumper
29:10	Banjo
30:83	Conker
30:91	TipTup
30:23	Pipsy
29:70	Timber



Heavier characters tend to handle better in airplanes. Banjo, with all his bulk (what's in that backpack, anyway?) swooped in with the best Jurassic jet times in our test flights.

Jungle Falls

TIME:	DRIVER
24:30	Krunch
22:48	Diddy
23:91	Bumper
22:85	Banjo
22:68	Conker
22:68	TipTup
21:83	Pipsy
22:40	Timber

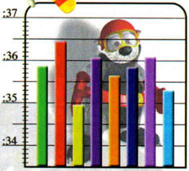


Pipsy's top speed may be low, but the mighty mouse more than makes up for her slight sluggishness with her ability to keep the Jungle Falls inside track with her tight cornering.

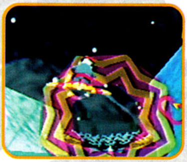
Snowflake Mountain

Everfrost Peak

TIME:	DRIVER
35:86	Krunch
36:46	Diddy
34:96	Bumper
36:06	Banjo
35:63	Conker
35:88	TipTup
36:06	Pipsy
35:31	Timber

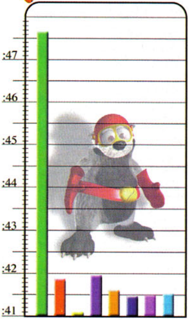


Without a little weight, airplane pilots can have a turbulent time in the skies. Pudgy Bumper, who ranks in DKR's second heaviest weight class, proved to be Everfrost Peak's swiftest and steadiest glider.



Walrus Cove

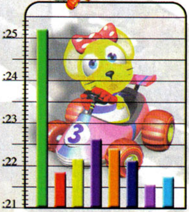
TIME:	DRIVER
47:66	Krunch
41:88	Diddy
41:10	Bumper
41:96	Banjo
41:61	Conker
41:45	TipTup
41:48	Pipsy
41:53	Timber



Yikes. Krunch is the clear slowpoke in Walrus Cove. While the other characters clock in at about 41 seconds a lap, the Kremling trails behind by 6 seconds. Surely if he had average handling, like Bumper, he'd fare better.

Snowball Valley

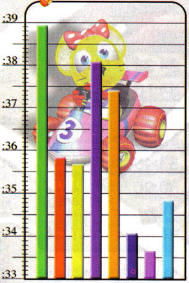
TIME:	DRIVER
25:21	Krunch
21:85	Diddy
22:36	Bumper
22:65	Banjo
22:45	Conker
22:11	TipTup
21:55	Pipsy
21:76	Timber



Chalk up another win for Pipsy! With the tightest handling of the bunch, Pipsy can easily swerve through the course's zigzagging tunnels and past the avalanche of rolling snowballs.

Frosty Village

TIME:	DRIVER
38:96	Krunch
35:18	Diddy
35:66	Bumper
38:07	Banjo
37:41	Conker
34:05	TipTup
33:66	Pipsy
34:85	Timber

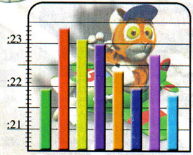


Driver weight seems to be the biggest factor affecting performance in this course. The times we pulled off indicate that the lighter the driver, the better the time in Frosty Village.

Sherbet Island

Whale Bay

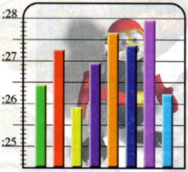
TIME:	DRIVER
21:91	Krunch
23:35	Diddy
23:08	Bumper
22:96	Banjo
22:35	Conker
21:95	TipTup
22:71	Pipsy
21:78	Timber

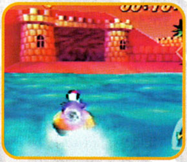


Whale Bay is the most basic hover course, and its simplicity makes it manageable for any racer. Timber, Krunch and TipTup represent the three main weight classes, and each finished a lap in under 22 seconds.

Pirate Lagoon

TIME:	DRIVER
22:46	Krunch
27:21	Diddy
25:90	Bumper
26:95	Banjo
27:68	Conker
27:35	TipTup
27:96	Pipsy
26:21	Timber

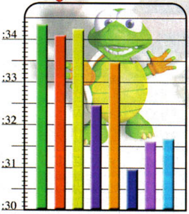




While all hovercraft pilots performed at about the same level in Whale Bay, Pirate Lagoon's stats show that a little weight and solid handling will help you navigate through tricky and twisting waterways.

Crescent Island

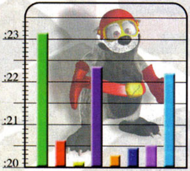
TIME:	DRIVER
34:33	Krunch
34:10	Diddy
34:28	Bumper
32:48	Banjo
33:48	Conker
30:96	TipTup
31:61	Pipsy
31:68	Timber

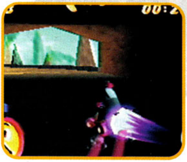


If it's a road race with plenty of tight turns, leave it to the lightweights to pull in first. TipTup leads the pack, with Pipsy and the slightly plumper Timber not far behind.

Treasure Caves

TIME:	DRIVER
23:16	Krunch
20:63	Diddy
20:11	Bumper
22:33	Banjo
20:28	Conker
20:48	TipTup
20:51	Pipsy
22:20	Timber



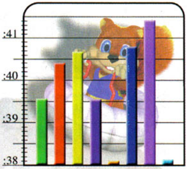


The best traits of Bumper and second-place Conker are their heavier weights combined with their not-too-tight and not-too-loose handling—particularly helpful for taking on the sudden curves of Treasure Caves.

Dragon Forest

Boulder Canyon

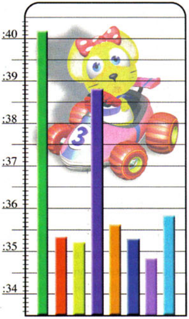
TIME:	DRIVER
39:63	Krunch
40:48	Diddy
40:78	Bumper
39:51	Banjo
38:11	Conker
40:83	TipTup
41:48	Pipsy
38:13	Timber



Boulder Canyon pits pilots against log jams and twisting waterways. Too light to avoid bobbing off course, both lightweights wiped out, while light-heavyweight Conker beat their times by more than three seconds.

Greenwood Village

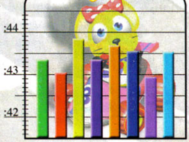
TIME:	DRIVER
40:20	Krunch
35:33	Diddy
35:21	Bumper
38:58	Banjo
35:63	Conker
35:03	TipTup
34:08	Pipsy
35:83	Timber



The heavyweights clumsily careen through Greenwood Village's switchbacks of zigzagging tunnels and hairpin turns. Pipsy the mouse, however, can easily scurry and hurry around every unpredictable curve and bend.

Windmill Plains

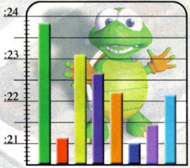
TIME:	DRIVER
43:35	Krunch
43:06	Diddy
43:86	Bumper
43:31	Banjo
43:70	Conker
43:56	TipTup
42:91	Pipsy
43:55	Timber



All racers clocked in similar times. And while heavier characters tend to perform better in planes, lightweight Pipsy edged out everyone. Her tight handling came in especially handy.

Haunted Woods

TIME:	DRIVER
23:83	Krunch
21:11	Diddy
23:10	Bumper
22:68	Banjo
22:20	Conker
21:00	TipTup
21:45	Pipsy
22:15	Timber



TipTup's tight steering prevails in this neck of the woods, so heavyweights don't have ghost of a chance navigating the haunted track and its willy-nilly turns and circular pathway.

Racer Rankings

Each driver is suited for particular driving conditions, but here's how we think the racers stack up.

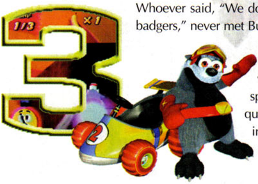
Pipsy

After racing each of the eight main characters on each of the tracks on Timber's Island, our test drive results put Pipsy in the pole position. She's a difficult ride for beginners and she's not perfect for every course, but with the tightest steering in DKR, Pipsy, by far, is the game's big cheese.

TipTup

With TipTup sliding in with the second best overall racing performance, the turtle proves that, in general, the lightweights are the best racers. Like Pipsy, he has one of the lowest top speeds, but his swift acceleration and tight handling more than compensate for his shortcomings.

Bumper



Whoever said, "We don't need no stinkin' badgers," never met Bumper. With middle-of-the-road handling combined with above average speed, Bumper is a quick ride whose steering isn't overly sensitive.

Timber

Timber is one of the most average characters, with handling, acceleration and a top speed that is just in-between. And that's not a bad place to be. The tiger driver works well for beginners and can turn out an impressive performance on any course and with any vehicle.

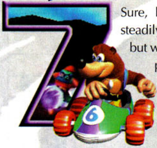
Conker

After Krunch and Banjo, Conker is the fastest of the eight main racers. His handling isn't as squirmy as theirs, but he's still a tough nut to crack. If you can master his slippery steering, you could leave others trailing behind your bushy tail.

Diddy

Since Diddy is slightly slower than Timber, DKR's other average racer, the chimp didn't fare as well as the tiger. Regardless, racing upstarts should use Diddy to get used to the courses. With practice, you can pull some tricks out of this Kong's cap to shatter record times.

Banjo



Sure, heavyweights are great when they're steadily weighing down hovercrafts or planes, but with Banjo and Krunch at the back of the pack, our test drives show that the heavies are usually the more challenging drivers to use. Banjo does have a high top speed, but his weight can make him awkward to control.

Krunch

Many DK racers will agree that Krunch is one mean driver to get used to. His steering squirms like a buttered snake on ice and he accelerates as quickly as a snail on a treadmill. His top speed is high, however, so save him for courses with gentle curves.

Tricks of the Track

You know who to use. Now learn how to use them with these DKR driving tips and tricks.

The Power Slide

x1
TIME
00:12

To race your car around corners or into tight spots without losing speed, hold the R Button while turning to execute a power slide. To nab tricky Silver Coins, power slide while moving the Control Stick away from the coin so your rear bumper will swing into your prized pocket money.

The Super Boost

If your car, hover or plane is spewing out blue flames, then your vehicle is boosting at maximum power. To start your race with the blue super boost, hit the A Button just as "Get Ready!" fades from the screen. You'll also get a super boost if you let go of the A Button before hitting a zipper or using a balloon boost.

Sea Skipping

Of the three vehicles, the hovercraft can make the sharpest turns. By pressing the R Button, you can make your hovercraft hop. If you tap the Control Stick to the left or right while your craft is in midair, you can turn a full 90 degrees to conquer corners or reach out-of-the-way items.

The Tilt Turn

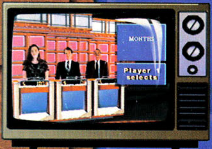
While the plane and car can't turn as sharply as the hovercraft, both vehicles can still pull off some tight maneuvering. By holding the A, B and R Buttons as you turn in your car, you'll tilt it on two wheels, enabling you to make a hairpin turn. You can also turn your plane on its side by holding the R Button, and we recommend holding it for your entire flight.

The Finish Lines

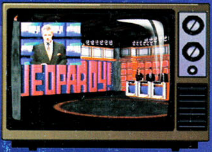
The rankings we've charted are the fruits of our own findings. See how you stack up by evaluating the racers in your own time trials. With plenty of drivers to choose from, try injecting a fuel-burning challenge into DKR by using the racer you've ranked as the course's slowpoke.

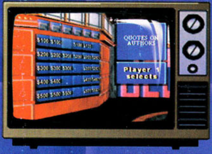
JEOPARDY!™

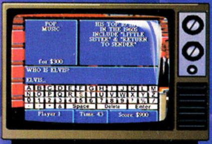
©1997 Jeopardy Productions Inc.

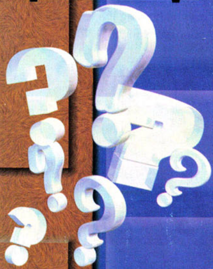

MONTHS
Player 1 selects

GameTek's new, super-realistic version of Jeopardy! for the N64 comes complete with Alex, Vanna and enough brain-teasers to make your head spin. It has all the real feel of the classic game show, and with its wide variety of categories, it will have you questioning all those answers... with a little help from us.



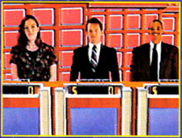

$100
$200
$300
$400
$500
QUOTES ON AUTHORS
Player 1 selects


POP MUSIC
for $300
HIS TOP 10 HITS IN THE 1960S INCLUDE "LITTLE SISTER" & "RETURN TO SENDER"
WHO IS ELVIS?
ELVIS...
Space
Delete
Enter
Player 1
Time 43
Score $900



LET'S MEET OUR CONTESTANTS

If you've ever dreamed of being on Jeopardy!, but were afraid of how you'd look on television, here in the N64 version you can try on all kinds of different bodies. Pick someone like you, or choose a different look entirely. In the "Player Settings" mode, you can set either a human or computer player, give your name, and choose your look. There's no skill difference among the characters.



Feel like being a woman with big hair? Tall guy with a bad tie? Now you get to choose from many realistic contestants.

DIFFICULTY SETTINGS

You can set the difficulty level for the questions depending on how much challenge you want: Easy here is pretty easy, and the Expert level seems to be about the same level as the TV show. With "Answer Display Settings," you can also choose whether or not to learn the correct answer after a wrong guess. The questions will be repeated, so not learning the answers will keep you guessing.

AVERAGE

Jeopardy

IN 1927, HE SET A DISTANCE RECORD BY FLYING FROM NEW YORK TO PARIS WITHOUT REFUELING

Q: Who was Charles Lindbergh?

Double Jeopardy

THE LARGEST OF THE PASSERINES ARE THESE BLACK BIRDS

Q: What are ravens?

EASY

Jeopardy

"THE WEB SLINGER" IS A NICKNAME FOR THIS MARVEL COMICS HERO

Q: Who is Spiderman?

Double Jeopardy

THE ABOMINABLE SNOWMAN IS SAID TO INHABIT THE HIMALAYAS, ESPECIALLY THIS HIGHEST PEAK

Q: What is Mount Everest?

EXPERT

Jeopardy

IT'S THE FLESHY FOLD OF SKIN THAT HANGS FROM THE NECK OF A TURKEY

Q: What is the wattle?

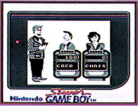
Double Jeopardy

THIS "HEAVENLY" CANDY BAR COMES IN DARK CHOCOLATE & A LIGHTER VERSION, AS WELL AS THE ORIGINAL

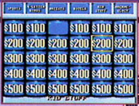
Q: What is Milky Way?

THE ELECTRONIC LINEUP

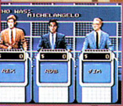
Of course, this isn't the first version of Jeopardy! to hit Nintendo systems. Far from it. Super Jeopardy! debuted on the NES in 1991, and Super NES titles include Jeopardy! Featuring Alex Trebek (1992), Jeopardy Deluxe Edition (1994), and Jeopardy Sports Edition (1994). The Game Boy version, which has the feel of a classic game show, brought portability to the mix when it came out in 1991.



Game Boy Jeopardy! featured a smiley guy as the host, not Alex Trebek.



$100	$100		$100	$100	$100
$200	$200	$200	$200	$200	$200
$300	$300	$300	$300	$300	$300
$400	$400	$400	$400	$400	$400
$500	$500	$500	$500	$500	$500

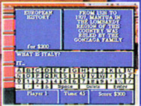


What's Deluxe about the Deluxe Edition? Updated graphics and new categories.

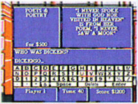
TO SPELL OR NOT TO SPELL

How do you respond with the question if you don't have a keyboard? The N64 version has three options. The first, Computer Provides Clues, is the most flexible form of play. You pick letters and the computer provides possibilities for you to choose from, so spelling isn't crucial, nor do you need to spell out long questions. In Loose Spelling Accepted, you have a little leeway in answering, but you must spell it all out, and in Exact Spelling Required (torture!) you must be perfect.

COMPUTER PROVIDES CLUES

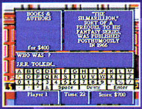

EUROPEAN HISTORY
for $200
FROM 1328 TO 1707, MANTUA IN THE LOMBARDY REGION OF THIS COUNTRY WAS RULED BY THE GONZAGA FAMILY
WHAT IS ITALY?
IT_
Player 1
Time: 45
Score: $300
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9 ' % /
Space Delete Enter

Clues are a big help. See how picking out only two letters, "I" and "t," quickly gets you to "Italy"? That's pretty slick.

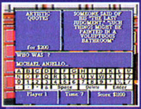

POETS & POETRY
for $500
"I NEVER SPOKE WITH GOD NOR VISITED IN HEAVEN" IS FROM HER POEM, "I NEVER SAW A MOOR"
WHO WAS DICKENS?
DICKENSO_
Player 1
Time: 40
Score: $1200
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9 ' % /
Space Delete Enter

Don't get cocky and accept an early option, like "Dickens" here. You may need to spell the whole thing, "Dickenson."

LOOSE SPELLING ACCEPTED

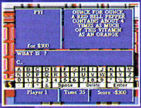

BOOKS & AUTHORS
for $400
"THE SILMARILLION," SORT OF A PREQUEL TO HIS FANTASY SERIES, WAS PUBLISHED POSTHUMOUSLY IN 1966
WHO WAS ?
J.R.R. TOLKIN_
Player 1
Time: 22
Score: $700
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9 ' % /
Space Delete Enter

This option lets you guess at names you can pronounce but can't spell, such as suggesting "J.R.R. Tolkin" for "J.R.R. Tolkien."

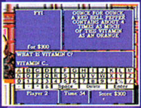

ARTISTIC QUOTES
for $200
SOMEONE SAID OF HIS "THE LAST JUDGMENT," "SUCH THINGS MIGHT BE PAINTED IN A VOLUPTUOUS BATHROOM"
WHO WAS ?
MICHAEL ANJELLO_
Player 1
Time: 7
Score: $1100
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9 ' % /
Space Delete Enter

Be careful, though. This misspelling of "Michael Anjello" for "Michelangelo" wasn't accepted, even though it sounds right.

EXACT SPELLING REQUIRED


FYI
for $300
OUNCE FOR OUNCE, A RED BELL PEPPER CONTAINS ABOUT 4 TIMES AS MUCH OF THIS VITAMIN AS AN ORANGE
WHAT IS ?
C_
Player 1
Time: 35
Score: -$300
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9 ' % /
Space Delete Enter

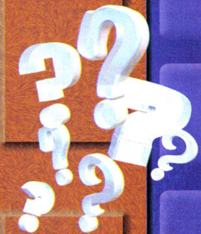
Here you not only have to know the question and its exact spelling, but the exact format Jeopardy! wants entered.

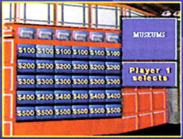

FYI
for $300
OUNCE FOR OUNCE, A RED BELL PEPPER CONTAINS ABOUT 4 TIMES AS MUCH OF THIS VITAMIN AS AN ORANGE
WHAT IS VITAMIN C?
VITAMIN C_
Player 2
Time: 54
Score: $300
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9 ' % /
Space Delete Enter

Notice how "Vitamin C" works, but "C" doesn't, although it's obviously correct. This mode can be a little frustrating.

IT'S...JEOPARDY!

Just as in the long-running television game show, you must give your answers in the form of questions. You gain points by responding with the correct question, according to the money amount, and lose points with incorrect guesses and lost bets. Rather than following a time limit, in this version, you must finish an entire category before moving on in the game.

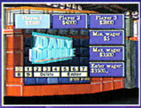



$100 $100 $100 $100 $100 $100
$200 $200 $200 $200 $200 $200
$300 $300 $300 $300 $300 $300
$400 $400 $400 $400 $400 $400
$500 $500 $500 $500 $500 $500
MUSEUMS
Player 1 selects

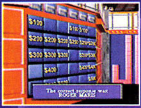
There's no time limit here. Select a category, a dollar amount, and start questioning.

THE DAILY DOUBLES

One square hides a secret Daily Double, which lets you bet on the right question. If you feel you know the category well, it's usually best to bet all or most of what you have; it can boost you ahead. The computer, on the other hand, will always bet conservatively. Try to find the Daily Double before others by hunting in the high dollar amounts of a category. The computer will always move from lowest to highest, so you have an advantage.


Player 1 $3500
Player 2 $4000
Player 3 $2800
Min. wager $5
Max. wager $3500
Enter wager: $3500_
DAILY DOUBLE
0 1 2 3 4 5 6 7
8 9 Delete Enter

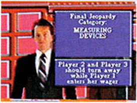
Daily Doubles are usually hiding in the two highest levels of a category, so go there first.


The correct response was: ROGER MARIS
$100
$200 $200 $200
$300 $300 $300
$400

Unlike the TV show, no other players get a chance to answer if the player is incorrect.

IT'S TIME FOR FINAL JEOPARDY

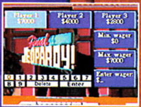
On the game show, of course, all contestants scribble their bets and responses furiously on their podiums. Here, things work differently. In this last round, where you can bet anything you like, other players are asked to turn away from the screen while the controlling player makes a bet or writes his or her question. Think carefully about your bet. If you have a computer player in the round, keep in mind that it will always have the correct answer—but it will also always bet conservatively.



Final Jeopardy Category: MEASURING DEVICES

Player 2 and Player 3 should turn away while Player 1 enters her wager

Other players must turn away while you make your wager based only on knowing the category.



Player 1 $7000

Player 2 $4000

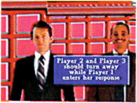
Player 3 $2800

Min. wager $0

Max. wager $7000

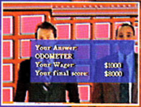
Enter wager: $_

Bet enough to beat the computer, which will always bet low but will surely guess right.



Player 2 and Player 3 should turn away while Player 1 enters her response

Other players must look away while you respond as the famous Jeopardy! theme ticks down.



Your Answer: ODOMETER

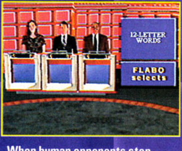
Your Wager: $1000

Your final score: $8000

When all wagers are tallied, final scores are given, and the Jeopardy! champion is named.

THREE CONTESTANTS

In Jeopardy! for the N64, up to three human players can compete. When fewer than three live contestants compete, you will almost always be able to beat the computer to the buzzer, but once more than one human gets involved, the game becomes more of a battle of buzzers. You may need to practice the timing of the countdown so that you can beep in just as that "1" disappears. Playing with three players, you learn from others' mistakes. Look at their questions, then jump in after a friend fails.



When human opponents step to the podiums, you have to be quick buzzing in.

...I'LL TAKE NINTENDO POWER FOR ONE HUNDRED

A: THIS CHARACTER GRACED THE COVER OF THE FIRST ISSUE OF NINTENDO POWER.

Q: Who is Mario?

A: HE IS THE PRODUCER OF YOSHI'S STORY.

Q: Who is Takashi Tezuka?

A: HOWARD DISPENSED GAME INFORMATION IN A COMIC STRIP WITH THIS CARROT-TOPPED SIDE KICK IN THE EARLY YEARS OF NINTENDO POWER.

Q: Who is Nester?

A: THIS COLUMN, WHICH FEATURES CODES, IS THE FAVORITE OF NINTENDO POWER READERS.

Q: What is Classified information?

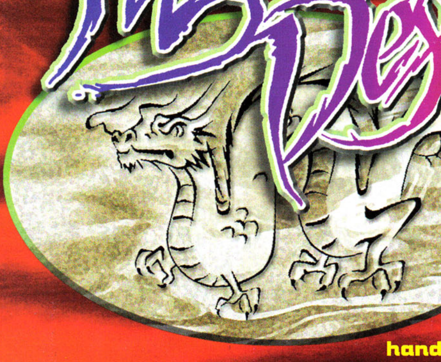
A: NP RECENTLY CELEBRATED THIS ANNIVERSARY NUMBER OF ISSUES.

Q: What is one hundred?

THIS GAME PLAYS LIKE THE SHOW

It's the small stuff that makes Jeopardy for the N64 more fun than previous versions. The new options for entering response questions and Alex Trebek's animation and voice all contribute to the feeling of real competition. It's the next best thing to being on the show—and the whole world won't know if you give the wrong question!

Fighters Destiny™



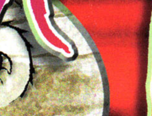
Where tournament fighting meets professional wrestling, you'll find Fighter's Destiny for the N64. Ocean's unique fighter, picked up from Imagineer in Japan, may turn out to be the surprise, hand-to-hand brawler of the year.

©1997 Imagineer

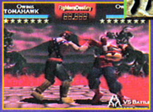
YOUR DESTINY AWAITS

Are you ready to be judged? In Fighter's Destiny, winners prove their skill by scoring points against their opponents with throwdowns, knockdowns and ring outs. Ten fighters compete in the one-player Vs. Com tournament, but the single-player modes also include a survival battle, speed battle, and rodeo, in which you face a ninja cow. Winning the tournament unleashes new special moves, which may help you win the Master Challenge. Fighter's Destiny packs in variety, strategy, speed and an excellent audio and graphic presentation. It is your destiny.

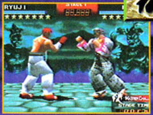
VS COM


ABDUL
STAGE 1
VS COM
TOTAL TIME

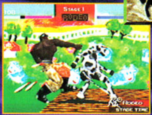
VS BATTLE


TOMAHAWK
FightersDestiny
VS BATTLE

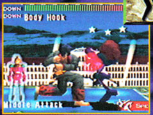
MASTER CHALLENGE


RYUJI
STAGE 1
STAGE TIME

RECORD ATTACK


STAGE 1
RODEO
STAGE TIME

TRAINING


DOWN
DOWN Body Hook
Middle Attack

WHAT'S THE POINT?

Scoring points is what it's all about in Fighter's Destiny. Points can be racked up in six ways, all of which are detailed below. If you score seven points in the Vs. Com tournament against an opponent, you'll win the match and move on to face the next fighter. Get the point?

RING OUT

Tossing opponents out of the ring seems dramatic, but you'll earn just one point for the effort. When opponents hang off the edge of the platform, stay back since they may grab your ankle and throw you out.

JUDGE

If neither fighter scores a point within 30 seconds, the Judge will award a single point to the most effective fighter. Instead of letting the Judge decide, you should try to make a throw down quickly.

JUDGE'S SCORE!
POINT WO
VS Com

THROW DOWN

Worth two points, the throw down begins with a hold move and ends if you successful drop your opponent on the mat. The safest time to attempt a throw down is when you get behind an opponent.

KNOCK-DOWN

It isn't easy to knock an opponent off his or her feet, but it's worth it since you'll score three points. Using your character's powerful moves or combos is the best way to accomplish this.

REPLAY
VALERIE
KnockDown

COUNTER

Counter moves, worth three points, are about the toughest moves to pull off in Fighter's Destiny, particularly against stronger fighters. Try countering a move after hanging off the ring's edge.

SPECIAL

Specials score four points if you use them while your opponents are stunned. The characters' graphics change when they become stunned, but this staggering state won't last long.

THE TRAINING ROOM

Spend some time in the Training mode learning all the moves, counters, specials, aerial combos and other moves for your chosen character. Your sparring partner, Robert the robot, won't fight back, and you'll see all of your moves diagrammed on-screen and the strength of the moves as you perform them.

NORMAL

Look for the effect of each move on Robert. Some moves can be used for throwdowns or knockdowns against Robert, but they may not have the same effect on all of your opponents in the ring.

Duckweed
Attack
Normal

AERIAL

Aerial combos begin when you knock an opponent into the air. The Master suggests a move that you can use to do this, then he gives you advice on what combo moves should follow.

Mach Punch
Attack
Aerial

ESCAPE

The Master teaches you how to break holds and turn defeat into victory using counters against punches, kicks, throws, locks, and other moves. Master the escape and you'll have little to fear.

Forward
Escape

SPECIAL

Practice specials against a woozy Robert to see the effect. If you perform the special move correctly, the game indicates that a special has been used, which means that it would be worth four points in real combat.

Ryuji

All-Around

Probably the most balanced fighter, Ryuji has strong defensive and offensive moves. He is fast, as well, and he sidesteps quickly using the 3-D Button. In addition to the moves listed below, the Mach Fist is devastating against many opponents.

River Surface Kick → → D ↓ D

Mach Punch ↓ ↘ → UUUU

Mach Spin → → DDD

Special Attack

Mach Buster

↓ D+U
Mach Buster

Hidden Skill

Shinra-Bansho-Zan

↓ ↘ → ← U
Shinra-Bansho-Zan

Abdul

All-Around

Quick and unpredictable as an opponent, Abdul is one of the most entertaining fighters because of his colorful moves with names such as the Prawn Kick and Snake Sword. His Heaven Thrust is an easy knockdown move at close range.

Trepang Heaven ↓ ↓ U

Rapid Snake → UUUU

Hell Wave ← UU → U

Special Attack

Flying Fish in Hell

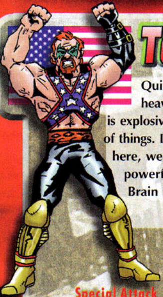
← ↓ → U
Flying Fish

Hidden Skill

Hell Hyakuretsu-Ken

↓ → ← ↓ U
Hell Hyakuretsu-Ken

Tomahawk



Powerful

Quicker than the other heavyweight fighter, Bob, Tomahawk is explosive, and he charges into the thick of things. In addition to the moves shown here, we recommend using Tomahawk's powerful hold and drop moves like the Brain Buster.

Double Hook → UU

Upper Drop Kick ← → UU

Dragon Sleeper ↓ ← → D+U

Special Attack

↓ ↘ → D+U
Giant Swing

Hidden Skill

DOWN
DOWN Final Bomber

↓ ↑ → U
Final Bomber

Meiling

Quick

This native of Hong Kong packs an incredible punch into a tiny frame. Her health bar may be short, but she's quick enough to avoid many attacks. Her Spiral Jump is an effective knock down move from a distance.

Sho-Koo-Tsui ← UU

Shi-Ko-Rendan ↓ UUU

Renshu-Hashu UUU ↘ U

Special Attack

Shisen-Mangan

UUDUUDU
Shisen-Mangan

Hidden Skill

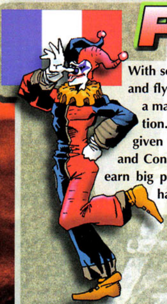
4th Gate Thunder Kick

→ ↘ ↓ U
4th Gate Thunder Kick

↑ ↗ → ↘ ↓ ↙ ← ↖ : Arrows indicate Control Pad or Stick direction

U = Upper attack button D = Lower attack button

Pierre

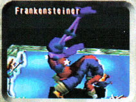


Tricky

With somersaults, spins and flying kicks, Pierre the clown is a master of trickery and misdirection. In addition to the moves given below, use the La Tornada and Conductor knockdown moves to earn big points. Next to Abdul, Pierre has the coolest moves.

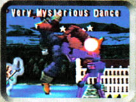
Air Kick	⬇➡ UUU
Back Butterfly	⬇⬇ DD
Rolling Crazy	⬇↙ D+U

Special Attack



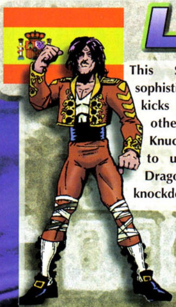
➡➡⬇ D+U
Frankensteiner

Hidden Skill



⬅⬅➡ U
Very Mysterious Dance

Leon

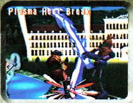


All-Around

This Spaniard uses sophisticated martial arts spins and kicks to counter the strengths of other fighters. The Jolt Back Knuckle is a simple counter move to use against punchers. The Dragon Riser is a good close-range knockdown move.

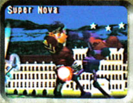
Tornado	↙ UUUU
Slider Heel	➡➡ D⬆U
Horizontal Bait	⬅UUD

Special Attack



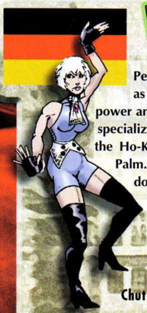
➡↙ U
Plasma Heel Break

Hidden Skill



⬇↙⬅➡ U
Super Nova

Valerie

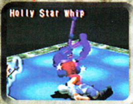


Aerial

Perhaps not quite as fast as Meiling, Valerie has more staying power and better defensive skills, and she specializes in aerial combo attacks. Use the Ho-Ka followed by the Double-Wall Palm. The Dragon Palm is a knockdown for close and middle range.

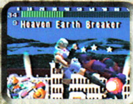
Senki-Renpi	⬇UUUU
Rapid Ground Palm	➡DDD
Chutotsu-Teng Attack	➡➡U⬆U

Special Attack



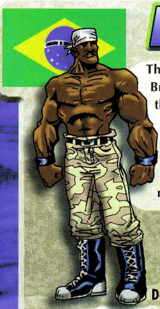
➡ D+U
Holly Star Whip

Hidden Skill



↙➡↙↘U
Heaven Earth Breaker

Bob

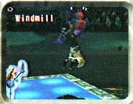


Powerful

This brawler from Brazil is the strongest fighter in the game, but he is slow and he's susceptible to attacks from the rear. At close range, the Hammer Knuckle and Down Straight knockdown moves are awesome.

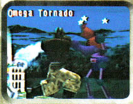
Head Bat	⬅U➡U
Blasphemy Chop	⬇UU
Down Straight Double	⬅⬅UU

Special Attack

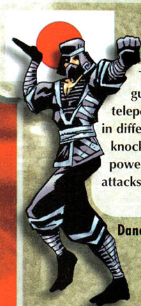


↙⬇↘ D+U
Windmill

Hidden Skill



⬇⬅⬆U
Omega Tornado



Ninja

Powerful

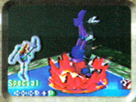
The stealthy ninja disguises his moves well. In fact, his teleporting moves allow you to pop up in different areas of the ring. The Tsumuji knockdown moves slowly but packs a powerful punch. Many of the ninja's attacks seem to come out of nowhere.

Dance Draw Triangle → U ↘ U ↗ U

Mine Palm ↓ ↓ U

Hell Gate Knee ← → D+U

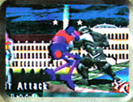
Special Attack



→ ← → D+U

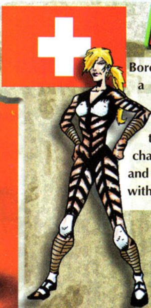
Juji-Sui

Hidden Skill



→ ↘ ↓ ↙ ← U

Chidori-Uchi



Boro

???

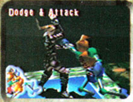
Boro may be an odd name for a woman from Switzerland, but there's nothing odd about her fighting. Boro appears at the end of the game as a hidden character. She is powerful and quick, and she loves to riddle opponents with combos.

Combo EK2 ← U ↑ U ↑ U

Combo High-Low UU → UD

Combo W3 ← ← UUU

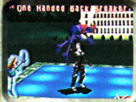
Body Attack



↙ D+U

Dodge & Attack

Special Attack



↓ ↙ ← D+U

One-handed Back-breaker

RECORD ATTACK

SURVIVAL MODE

Survival contests are like sudden death—the first to score wins the match. Use your best simple-to-perform knock-down moves. Longer range moves are the safest since there is less risk of ending up in a hold. If your opponent is aggressive, use blocks and look for an opening. Try not to use holds, since they can be reversed, and avoid moving in 3-D because you'll be defenseless.

EILING
STAGE2
ABD

One throw down, knock-down or ring out wins the day in Survival mode.

FASTEST

PIERRE
STAGE1
RO

You'll have to finish off all the fighters in less than one minute in this challenge.

In the Fastest contests, your goal is to get a quick, four-point victory, defeating your opponent in less than a minute. Use your best moves to score quickly. Another strategy is to pummel opponents until they're dazed using moves such as combos and aerials, then use a special move. You can access Robert as a playable character if you finish each fight in less than one minute.

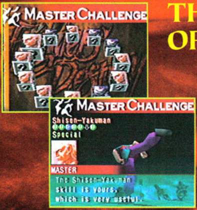
RODEO

Perhaps the strangest fighting mode in any game is the Rodeo mode in Fighter's Destiny. Ushi, the Holstein from Hokkaido, will do anything to get a point on you. Your goal is stand with the cow as long as possible. If you last for a full minute, you'll get to use Ushi in battle, but to stay in the ring that long may seem udderly impossible. Be defensive, blocking and moving, and use basic upper and lower attacks. Watch out for Ushi's sneaky reversal moves.

RODEO
YOUR SCORE
0' 12"776

This cow was made for fighting. Try to stay in the ring with her as long as possible to set a new Rodeo record.

THE WHEEL OF FORTUNE


MASTER CHALLENGE
MASTER CHALLENGE
Shisen-Yakuman
Special
MASTER
The Shisen-Yakuman skill is yours, which is very useful.

Try to stop the wheel on a picture of the Master, not on the Joker.

In order to win the eight special moves for each character from the Master, you must defeat him eight times. You'll use a spinning Wheel of Fortune to select your opponent in this mode. The wheel consists of 12 slots—eight of them filled by the Master and four of them filled by the Joker.

SCHOOL OF HARD KNOCKS

If you get the Master, and defeat him, he'll teach you a hidden move. In all, you must defeat the Master eight times in order to earn all of the hidden moves for each character. Your accomplishment can be saved using a Controller Pak. Once you earn a new move, you should practice it, then return to the Master Challenge.

ILING
STAGE 1
19.595
MASTE

The old man still has some good moves. Don't underestimate the Master.

THE JOKER IS WILD

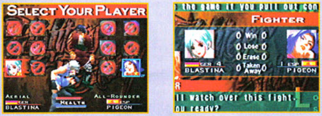
MEILING
STAGE 5
52.393

You can break the fierce onslaught of the Joker by moving and dodging.

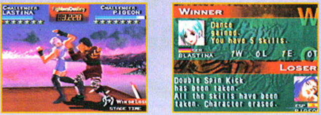
If you get the Joker instead of the Master on the wheel, you run the risk of losing all the moves you've learned up to that point. This is one match you can't afford to lose, but the Joker may be the toughest fighter in the game to defeat. Practice with a character who hasn't earned hidden moves yet.

FRIENDLY FIGHTERS

The two-player VS. Battle mode of Fighter's Destiny has a hidden component that sets it apart from other tournament fighters. Using characters with hidden moves, players can add new moves or lose those moves while playing in this mode. Both players must have their characters saved on Controller Paks, which they plug into their controllers before the game is started. When you win a new move, it will be chosen randomly from the eight hidden moves.


SELECT YOUR PLAYER
AERIAL
BLASTINA
HEALTH
ALL-ROUNDER
PIGEON
FIGHTER
Win
Lose
Erase
Taken Away
BLASTINA
PIGEON
ll watch over this fight.
ou ready?

Although Ocean describes this as a trading feature, it isn't really, because you don't win a move from your opponent. Rather, you win a move at random for your character.


CHALLENGER
LASTINA
CHALLENGER
PIGEON
53.228
WINNER
Dance gained.
You have 5 skills.
BLASTINA
LOSER
Double Spin Kick has been taken.
All the skills have been taken. Character erased.

Since characters don't share hidden moves, you win new moves from the Master, not from other characters. Ah, but if you lose the match, you'll lose one of your precious hidden moves.

GOT MILK?

Fighter's Destiny adds a twist to the fighting genre, does it with humor and without gore, and manages to give players as much replay value as you'll find in any tournament fighter, particularly in the one-player arena. That's value. It makes use of both the Rumble Pak and Controller Pak, as well. It may not have famous warriors like those in MK or KI, but FD has a fighting cow and plenty of other treats.

TUROK
BATTLE OF THE BIONOSAURS®

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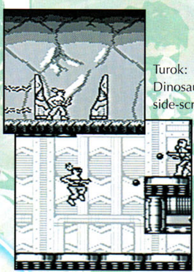
All Rights Reserved. Turok: © & ® 1997,
GBPC, A Subsidiary of Golden Books
Family Entertainment.

The evil Campaigner is back and ready to rock the Lost World! This month we're giving you complete coverage of Acclaim Entertainment's biggest battle on Game Boy!



A Turok Adventure from a New Perspective

Turok: Battle of the Bionosaurs isn't a sequel to Turok: Dinosaur Hunter for the N64. This Game Boy title is a side-scrolling action adventure through eight stages you won't find in the N64 version. While Battle of the Bionosaurs doesn't feature the same spectacular graphics you'll find in the 64-bit Turok, it does have the same weapons, power-ups, monsters and challenging jumps. Some gamers might even dare to argue it has better play control than its N64 counterpart!

Take Aim at Winning It All

Lock and load, dino hunter—this eight-page review covers the entire game. The opening levels are easy to complete, but Lost Land's terrain becomes progressively more complicated as you draw closer to your confrontation with the Campaigner. This review has maps for the last six of the eight levels in the game. Your objective is to collect three keys and a piece of the Chronoscepter weapon from each stage. We'll show you where to go, what to do, and how to win it all.

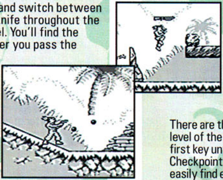
1 Hub Ruins

CHECKLIST

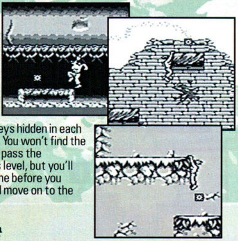
1. COLLECT AMMO
2. HIT THE CHECKPOINT
3. GRAB THE FIRST KEY
4. GET THE SHOTGUN
5. GET THE PISTOL
6. GET THE SECOND KEY
7. ENTER THE TELEPORTER
8. PICK UP THE THIRD KEY
9. ENTER THE TELEPORTER
10. ENTER THE HUB

A Upgrade your Weapon

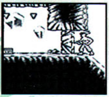
Collect the arrows and switch between your bow and your knife throughout the first half of the level. You'll find the shotgun shortly after you pass the Checkpoint and the pistol when you explore the lava cave.



B Collect the Keys



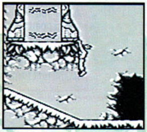
There are three keys hidden in each level of the game. You won't find the first key until you pass the Checkpoint in this level, but you'll easily find each one before you reach the exit and move on to the Hub Ruins.



C The Chronoscepter Piece

You'll spot the Chronoscepter piece locked away in a cavern just before you reach the Checkpoint. Unfortunately, you won't be able to pick up the fragment until you get the grenade launcher from Level 4. Note the location of the piece so you can revisit this place later.

D Enter the Hub



The first level is a one-way path to the Hub—there's no chance of getting lost. After you traverse the lava cave, hit the switch to activate the elevator platforms, then fight your way to the right and go to the end of the stage.

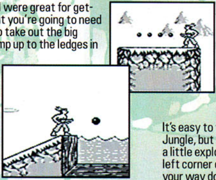
2 The Jungle

CHECKLIST

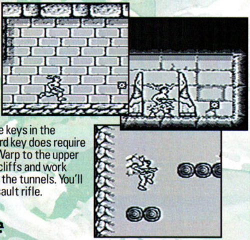
1. GRAB THE SHOTGUN
2. GET THE FIRST KEY IN THE SMALL BUILDING
3. HIT TWO SWITCHES IN THE TEMPLE
4. PICK UP THE SECOND KEY
5. GET THE AUTO SHOTGUN
6. HIT THE CHECKPOINT
7. TAKE THE ASSAULT RIFLE
8. GRAB THE THIRD KEY
9. RETURN TO THE HUB

A Get a Bigger Weapon

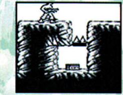
The shotgun and pistol were great for getting through Level 1, but you're going to need a heavier caliber gun to take out the big dinosaurs. You can't jump up to the ledges in this stage to reach the auto-shotgun and the assault rifle, but you can get them by working your way through the teleporters.



B Collect the Three Keys



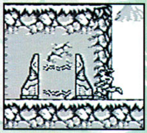
It's easy to find the keys in the Jungle, but the third key does require a little exploring. Warp to the upper left corner of the cliffs and work your way down to the tunnels. You'll find it near the assault rifle.



C The Chronoscepter Piece

Messing around with the poisoned spikes in this cavern will result in nothing short of losing your life. You have to blast them out of the way. As in the Hub Ruins, don't try to collect the Chronoscepter Piece in the Jungle until you've picked up the grenade launcher from Level 4.

D Back to the Hub

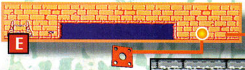


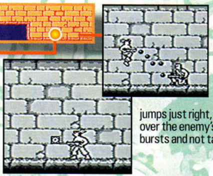
Once you've collected all three of the Jungle keys, you can move on to the Ancient City. Retrace your route to the teleporter you entered when you started the stage. You'll warp back to the Hub, where you can access a new gate.

3
Ancient City

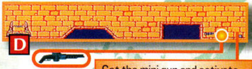
CHECKLIST

1. ENTER DOOR A
2. HIT THE SWITCH
3. GO THROUGH DOORS B & C
4. HIT THE CHECKPOINT
5. ENTER DOOR I
6. GET THE FIRST KEY
7. GO THROUGH DOOR G
8. GO THROUGH DOOR F
9. GET THE SECOND KEY
10. GO THROUGH DOOR D
11. GRAB THE MINI GUN
12. HIT THE SWITCH
13. ENTER DOOR E
14. GRAB THE THIRD KEY
15. RETURN TO THE HUB





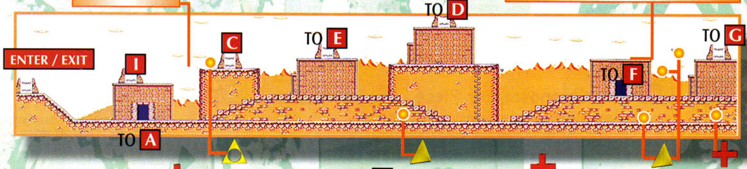
Rapid firing weapons like the mini or pulse guns work best against this mercenary. If you time your jumps just right, you can leap over the enemy's triple-bullet bursts and not take any damage.

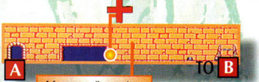


Get the mini gun and activate the switch. Be sure to save your mini gun ammunition for your battle for the third key.

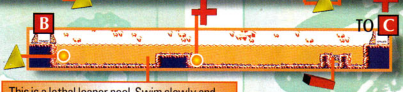
After you hit the Checkpoint here, put your life on the line and make a death-defying leap to the left rooftop.

Snipers are covering the ground from this rooftop. If you have the assault rifle, you can clean up this area in a matter of a few seconds.

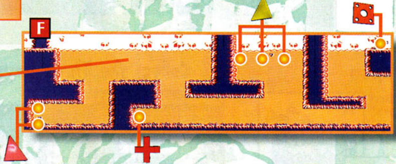




After you dispatch the sergeant and his foot soldiers, hit the switch and walk into the teleporter.

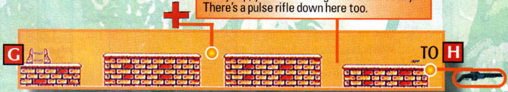


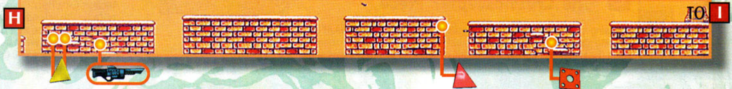
This is a lethal leaper pool. Swim slowly and have your knife ready so you can deep-six the deadly fish before they chomp on you.



Leapers lurk beneath the murky surface of this lake. If you use your knife as you swim you'll have no problem reaching the key on the opposite shore.

Clearing these gaps is tough, but if you miss the first jump, you'll find a ledge and the first key. There's a pulse rifle down here too.





Legend

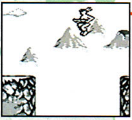
- ▲ +5 Life Force
- ▲ +10 Life Force
- ✚ +1 Health
- △ Checkpoint
- ▣ Key
- ▬ Chronoscepter Piece

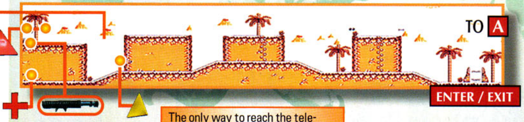
The Ruins

CHECKLIST

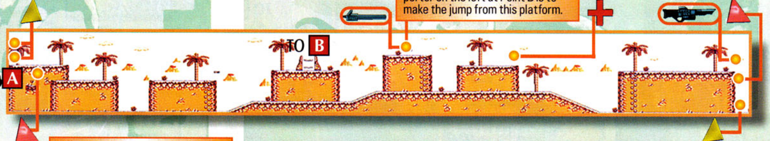
1. CLIMB AND JUMP TO DOOR B
2. GO THROUGH DOORS B, D & E
3. GET THE FIRST KEY
4. ENTER DOORS G & H
5. HIT THE CHECKPOINT
6. GO THROUGH DOOR K
7. GET THE SECOND KEY
8. GET THE GRENADE LAUNCHER
9. ENTER DOORS L & M
10. GRAB THE THIRD KEY
11. RETURN TO DOOR G
12. GET CHRONOSCEPTER PIECE
13. RETURN TO THE HUB
14. REVISIT THE PREVIOUS THREE LEVELS AND GET THE CHRONOSCEPTER PIECES

The toughest part of the Ruins is making the jumps across the cliffs on the surface. The key is to make your jump as you run off the ledge.

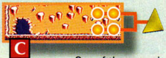


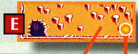


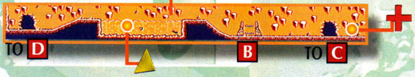
The only way to reach the teleporter on the left at Point B is to make the jump from this platform.



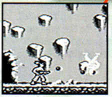
This region is infested with dragonflies and leapers. Squash them before they can bite you.

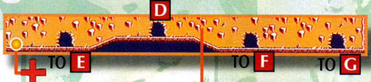


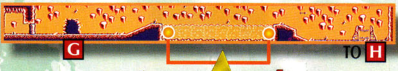




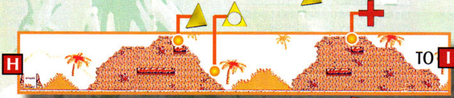
One of the campaigner's high priests is protecting the first key. Take him out before he can send you back to the beginning of the stage.

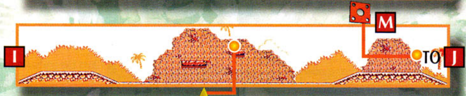


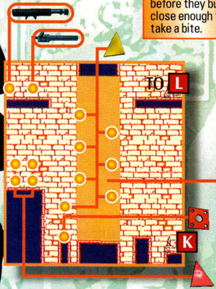




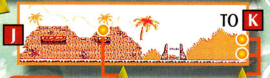
There's a swarm of dragonflies and beetles waiting to bug you here. Take your time and you can blast them before they buzz close enough to take a bite.

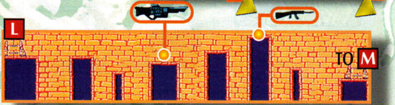






This strange waterfall flows skyward, sweeping everything up instead of down. Float upward and align yourself slightly above the platform you're aiming for, then jump. If you miss, you'll lose a life.



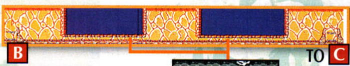


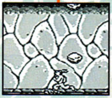
5
The Catacombs

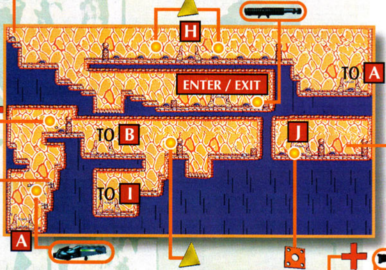
CHECKLIST

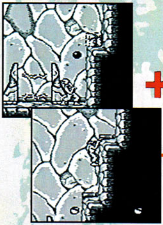
1. HIT THE SWITCH AND GO THROUGH DOOR A
2. HIT THE SWITCH AND GO THROUGH DOOR B
3. GO THROUGH DOORS C, D & E.
4. HIT THE CHECKPOINT
5. GET THE FIRST KEY
6. GO THROUGH DOORS F & G
7. GET THE SECOND KEY
8. HIT THE SWITCH
9. GO THROUGH DOOR H
10. RETURN TO DOOR I
11. GO THROUGH DOOR I
12. GET CHRONOSCEPTER PIECE
13. GO THROUGH DOOR J
14. GET THE THIRD KEY
15. RETURN TO THE HUB

Don't worry about entering Door H until you've collected the first and second keys. Your first task is to use your grenade launcher to blast apart the rubble blocking the switches that activate Doors A and B.

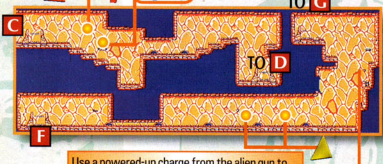



After you defeat the sergeant and get the third key, you'll have to retrace your route through the Catacombs to find the exit.

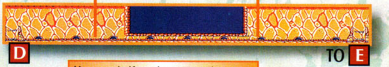



You'll have to blast the rocks off this climbing wall. Stand next to the wall and aim your grenade launcher up at each boulder.

After you defeat the sergeant and get the third key, you'll have to retrace your route through the catacombs to find the exit.

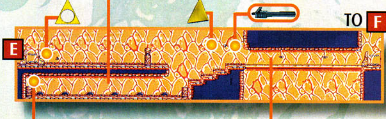


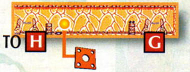
Keep moving and dodge the falling boulders in these sections until the game lets you continue.

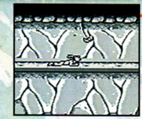


Use a powered-up charge from the alien gun to blast away the rock on the ledge. You need to hold down the fire button to charge the weapon.

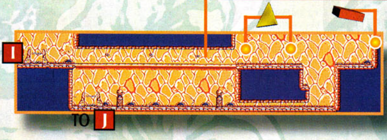
Use your knife and a gun to take out the leapers and the high priest guarding the first key. Switch between weapons before each battle.






The sharp, swinging pendulum blades over this plank won't be a problem if you hold Down on the Control Pad and crawl beneath each whistling blade.

Just like earlier in the stage, you'll have to crawl beneath the pendulums to cross this plank. This is an easy area if you always keep your head low.



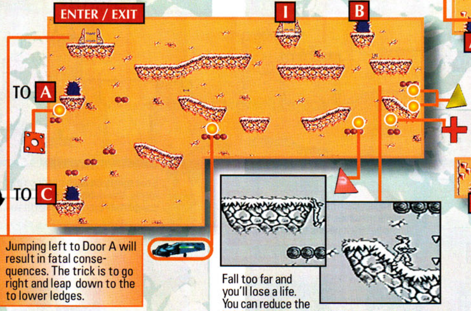
Legend

- ▲ +5 Life Force
- ▲ +10 Life Force
- ✚ +1 Health
- △ Checkpoint
- ▣ Key
- ▬ Chronoscepter Piece

6
Treetop Village

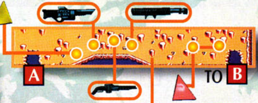
CHECKLIST

1. GET THE FIRST KEY
2. ENTER DOOR A
3. GO THROUGH DOOR B
4. WORK YOUR WAY DOWN TO DOOR C
5. ENTER DOOR C
6. GET CHRONOSCEPTER PIECE
7. GO THROUGH DOOR D
8. ENTER DOOR E
9. GO THROUGH DOOR F
10. HIT THE CHECK POINT
11. TAKE THE SECOND KEY
12. ENTER DOORS G & H
13. GET THE THIRD KEY
14. GO THROUGH DOOR I
15. RETURN TO THE HUB

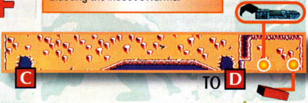


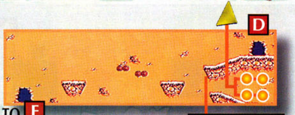
Jumping left to Door A will result in fatal consequences. The trick is to go right and leap down to the to lower ledges.

Fall too far and you'll lose a life. You can reduce the height of your drop by hanging off the edge of a cliff and letting go.



This cavern is actually the village arsenal. Load up on all the ammo you can carry—you'll use most of it blasting the insect swarms.

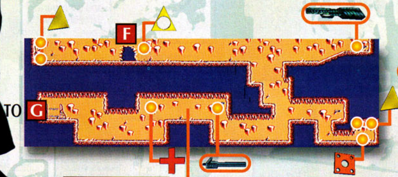


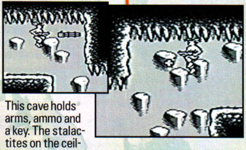


This tricky drop is worth twenty Life Force points. Hang off the upper ledge, then let go and hold right on the control pad.

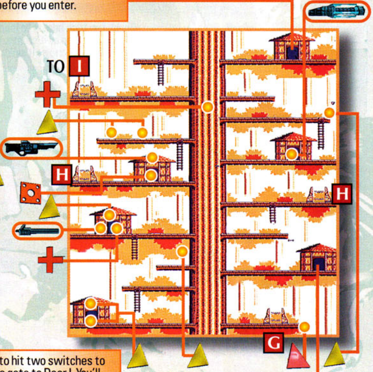
Pace yourself and blast the dragonflies in your path. The Checkpoint is on the other side of Door F.

The second switch that activates the gate at Door I is in this hut. Blast the high priests guarding the hut door before you enter.





This cave holds arms, ammo and a key. The stalactites on the ceiling look sharp, but unlike everything else in the level, you won't take damage if you bump into them.

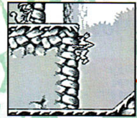


You'll have to hit two switches to activate the gate to Door I. You'll find the first switch on the floor of this grass hut.

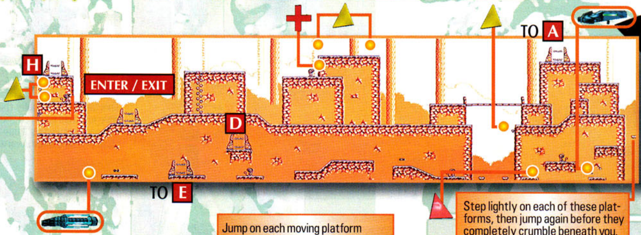
7
Lost Land

CHECKLIST

1. ENTER DOOR A
2. HIT THE CHECKPOINT
3. GET THE FIRST KEY
4. GO THROUGH DOOR C
5. GRAB THE SECOND KEY
6. ENTER DOOR D
7. GO THROUGH DOOR E
8. ENTER DOOR F
9. GET CHRONOSCEPTER PIECE
10. TAKE THE THIRD KEY
11. GO THROUGH DOOR G
12. ENTER DOOR H
13. RETURN TO THE HUB

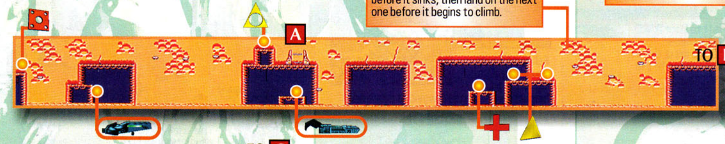


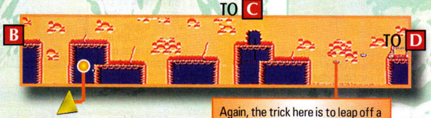
This ledge looks close, but you can't jump up here. The teleporter you see is actually an exit. You'll end up here later.



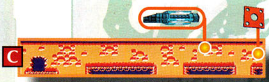
Step lightly on each of these platforms, then jump again before they completely crumble beneath you.

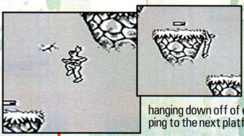
Jump on each moving platform before it sinks, then land on the next one before it begins to climb.





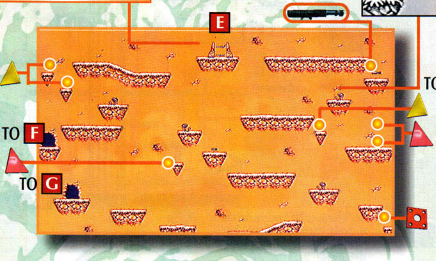
Again, the trick here is to leap off a moving platform as it crests, then catch the next one as it sinks.

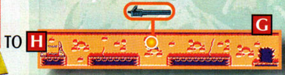




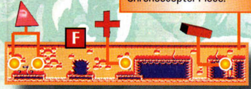
Fall too far between platforms and your journey will abruptly end. Lessen your exposure to injury by hanging down off of each ledge and dropping to the next platform.

Jump left to work your way down to Door F. If you want to reach the third key and Door G, go right and take the long way down and around the chamber on the platforms.





Use your grenade launcher to blast a hole down to this Chronoscepter Piece.



8 Final Confrontation

CHECKLIST

1. GO THROUGH DOOR B
2. GO THROUGH DOOR C
3. GO THROUGH DOOR D
4. ENTER DOOR E
5. HIT THE CHECKPOINT
6. FIGHT THE T-REX
7. TAKE THE CHRONOSCEPTER PIECE
8. GO THROUGH DOOR F
9. ENTER DOOR G
10. DEFEAT THE CAMPAIGNER
11. CELEBRATE AS THE CAMPAIGNER'S BASE BLOWS UP

Legend

▲ +5 Life Force

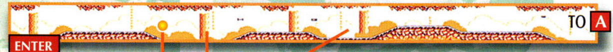
▲ +10 Life Force

✚ +1 Health

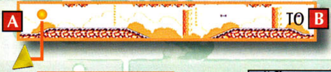
△ Checkpoint

■ Key

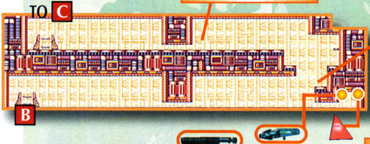
▬ Chronoscepter Piece

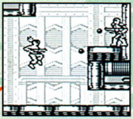


The high priests and bugs are here to wear you down. Use a weapon with a high rate of fire and clear them out before they can reduce your life force.



Blast the cyborgs as you stand up. If you hesitate, you'll be borg bait.

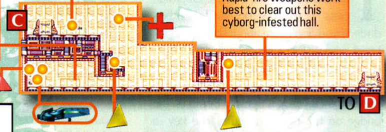


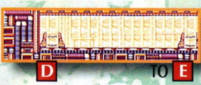


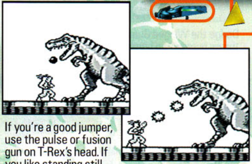
Jump and fire at this cyborg to clear him off this high platform. Save your rapid-fire weapons for later in the stage.

Use a powered-up weapon to destroy the attack robot guarding the Life Force points and an alien gun.

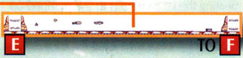
Rapid-fire weapons work best to clear out this cyborg-infested hall.

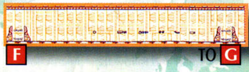


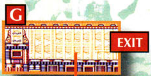


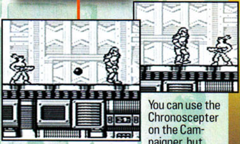


If you're a good jumper, use the pulse or fusion gun on T-Rex's head. If you like standing still, aim at his jaw and level him with the grenade launcher.









You can use the Chronoscepter on the Campaigner, but other weapons will also damage him. The trick is to avoid him as he teleports, then blast him before he disappears.

Still Having A Tough Time?

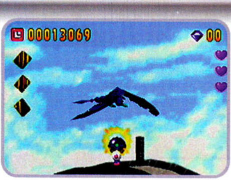
Even with maps and tips, you'll probably encounter some tough spots before you finish this game. It's important to remember that you can build up extra lives by returning to the levels you've already completed and collecting more Life Force. If you have a Super Game Boy and a Super NES controller with turbo buttons, you'll find that you can get in extra shots against the toughest foes in the game.

COUNSELORS' corner

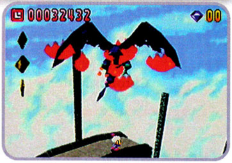
BOMBERMAN 64

HOW DO I DEFEAT THE WINGED GUARDIAN IN GREEN GARDEN?

The first three stages in Green Garden are a snap until the Winged Guardian casts a shadow on your bomber-dude. If you don't care about scoring Attack Level credits, focus on attacking the monster's main body—you don't have to bomb the creature's wings off. If you're really good, you can drop a Remote Bomb off the bridge on top of the creature. The key to beating the target time is to use pumped-up bombs throughout the battle.



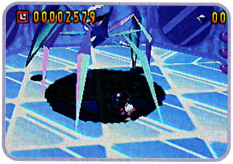
Dodge the Winged Guardian's fiery breath and throw pumped-up bombs throughout the battle at the end of Green Garden.



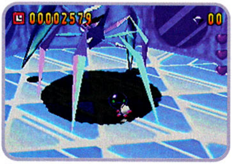
You don't have to burn the wings off this big, bad bird to win the battle—the trick is to just concentrate on bombing his blue torso.

HOW DO I DEFEAT THE COLD KILLER?

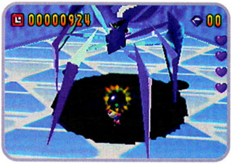
Without question, Cold Killer will be one of the toughest guardians you'll meet in the game, unless you're smart and follow these instructions. Grab the Bomb Bonus at the beginning of the stage and change over to Remote Bombs. Pump up the bombs and aim for the blue body at the center of the beast. If you throw the bomb and detonate it close to the body, the creature will quickly lose all four of its hearts. If you take too much time while Killer has one heart left, he'll knock the floor out beneath you and drag you down into his webbed lair. Keep aiming at the body to finish the battle. If you're looking for Attack Level credits, blast the blue claws and remove the monster's sinister red mask.



If you want to have a chance at defeating Cold Killer, make sure you grab this Bomb Bonus.



Pump up the Remote Bombs and toss them up underneath Killer's body, then run for cover.

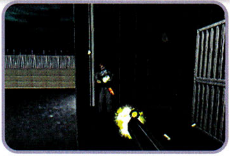


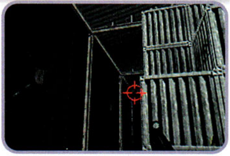
As he begins to lose, Killer may drag you into his lair. Keep your balance and finish off the spider.

▶GOLDENEYE 007

HOW DO I KNOCK OUT THE DEPOT DRONE GUN?

We've found a way to knock out the depot drone gun protecting the computer room without taking damage. After you enter the warehouse, dispatch the guards and edge your way along the left side of the steel crates. If you look closely, you'll be able to spot half of the drone gun in the corner without it detecting you. Make sure that there are no guards following you, then target and destroy the drone gun before you take out the computers.

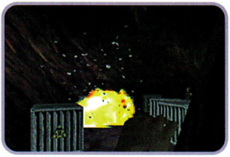

Dispatch the guards on both sides of the crates so they can't disrupt your aim.


Use the crosshairs to line up your shot at the drone gun, then shoot when you see half of it.

HOW DO I GET PAST THE FINAL SENTRIES IN THE JUNGLE?

You can never shoot away all the sentries guarding the front of the jungle complex. As you clear out one wave, a new squad will step up and take the place of their fallen comrades. The key is to advance past the barricades blocking the entrance elevator during the changing of the guard. We mean that figuratively, since these guys aren't at all like the chaps at Buckingham Palace. Clear out the guards with a few well-placed grenades then make a run for the doors before the smoke clears.

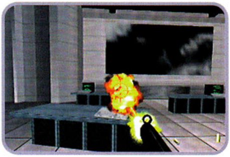
Unlike the other sentries in the jungle, the guards in front of the complex are endless.

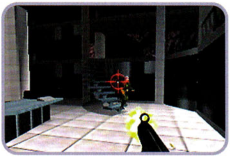

Use grenades or other explosive devices to clear the crowd hiding behind the barricades.

The key is to advance as the defeated guards are staggering, before their replacements arrive.

HOW DO I PROTECT NATALYA IN 00 AGENT MODE?

If you had problems getting into the complex, you'll really have a tough time dealing with the guards out to break Natalya before she breaks the GoldenEye security codes. The big strategy here is to listen. If you leave the glass walls surrounding the computer room intact, you'll hear the exact moment someone tries to break into the room. This means you shouldn't blow up the Armored Mainframes on the main floor until after Natalya has changed the satellite trajectory. It's also helpful to clear out all the computer terminals and desks except Natalya's workstation before you allow Natalya to enter the room. This prevents the guards from blasting the desks around you, hitting you with collateral damage. Finally, where you stand can make all the difference. Our favorite spot to wait for the guards is at the back of the room, facing the massive computer screen. From this location, Bond can glance left and right, covering the windows and the stairs, and picking off the guards before they can get into the room.

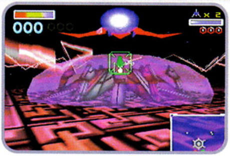

Clear out all the computer terminals in the room except the workstation Natalya will use.


Wait for the guards at the back of the room and hit them before they get down the stairs.

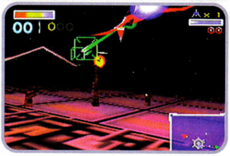
▶STAR FOX 64

WHY CAN'T I DESTROY THE FIGHTERS ON BOLSE?

The fighters stationed on Bolse are equipped with high-intensity shields that protect them from your Arwing's blasters. These shields are supplied with energy from the six Shield Reactors surrounding the base. Don't follow your wingmen when they engage the fighters–the key to winning this battle is to disable the tops of the Shield Reactors. Once the reactors are gone, your Arwing's blasters can wear down and destroy the fighters' shields.



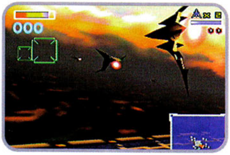
Falco and the gang can't shoot down the Bolse fighters until you disable the six Shield Reactors.



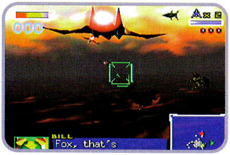
Target and blast the red tops off of all six Shield Reactors, but watch out for the laser cannons.

? HOW DO I AVOID SHOOTING FRIENDLIES ON KATINA? ?

Corneria Fighters have a color scheme similar to enemy aircraft, so it's difficult to discern friend from foe during the heat of battle. While Bill Grey will yell at you for shooting down your allies, hitting friendlies will not ruin your mission. It will, however, waste precious time you could be using to blast enemy fighters and earn a medal. To avoid hitting friendly fighters, lock on to each of your targets before you fire. Your Arwing computer will not lock on to Cornerian Fighters.

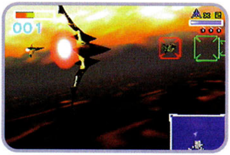


Can you tell the difference between friend and foe? The fighter on the left is an ally.



BILL
Fox, that's

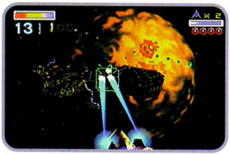
You won't be penalized for shooting friendlies, but wasting time will reduce your hit total.



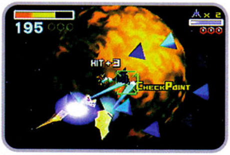
Use your Arwing's combat computer to lock on the enemy. It won't target friendly fighters.

? HOW DO I EARN MY MEDAL IN AREA SIX? ?

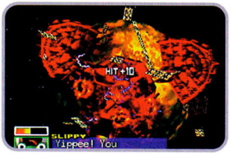
You probably already know that you must score 300 hits and keep your wingmen in the game to earn a medal in Area Six, but there are several essential strategies that you can use to make sure you reach your goal. Make sure you lock on the enemy before you shoot. Concentrate on eliminating all of the swarms of enemies so you'll earn bonus hits. The space cruisers and space stations can earn you up to 19 points apiece. If you have at least 140 hits when you reach the stage checkpoint, you'll be on pace for reaching 300 hits and your medal.



Target and destroy the space cruisers and space stations. You can earn up to 19 points per enemy.



To keep yourself on the medal track, make sure you have at least 140 hits at the checkpoint.



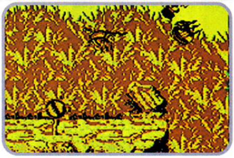
SLIPPY
Yippee! You

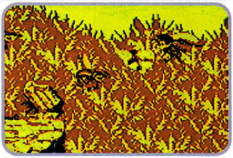
Destroy Gorgon as quickly as possible to add more points to your final score.

▶DONKEY KONG LAND 3

WHERE IS THE FIRST BONUS COIN IN RAINFOREST RUMBLE?

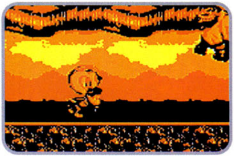
Instead of running to the right and picking up Ellie the Elephant at the start of the stage, select Dixie Kong and go left, past the No Animals sign and jump and helicopter spin to the other side of the chasm. Here you'll see three hovering Knik-Knak bugs. Bounce up the backs of the Knik-Knaks and into the Bonus Barrel. The Bonus Coin contest here is one of the easiest in the game.

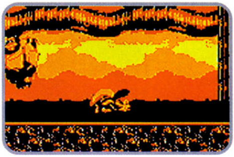

Go left, past the No Animals sign and helicopter spin across the gap to the three Knik-Knaks.


Bounce up the backs of the Knik-Knaks and into the Bonus Barrel.

HOW DO I DEFEAT K. ROOL IN K. ROOL DUEL?

The trick to defeating K. Rool in the Tin Can Valley isn't dodging his electrical bolts, it's getting out of the way when he bounces across the chamber. Start the battle by hitting K. Rool with a barrel. You'll need to hit him four more times to win. Run underneath K. Rool as he bounces around. When he settles down, he'll shoot three bolts at you: two will fly high and the final one will be aimed at your ankles. Jump the low bolt, pick up the barrel and throw it at K. Rool, then run under his bouncing passes and dodge the next wave of bolts, this time from the right and left sides of the chamber. Hit him with another barrel and scamper under the bouncing attack. Now K. Rool will fly to the left side of the room and blast three low bolts. Jump between the charges and hit him with a barrel. You're one hit away from winning the battle. Run beneath the bounces, then dodge two waves of charges–one from the right side of the room and one from the left side of the room. Now it's your turn. Hit him with the final barrel to finish the battle.


A barrel always appears between K. Rool's electrical attacks. Pick it up and throw it at K. Rool.


K. Rool's bouncing attack is the toughest part of the battle. Run beneath him as he bounces up.

Q&A FAST FACTS

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

CLAYFIGHTER 63 $^1/_3$

Q: What happened to Lady Liberty and Hobo Cop? I read about them in Volume 102.

A: These characters were removed from the game by the time it went into production.

Q: Who is the best character to use in the game?

A: It's a tie between Earthworm Jim and Kung Pow. They have the largest variety of special moves.

BLAST CORPS

Q: How many ranks are there and what is the highest one?

A: 31. The highest one is called "You Can Stop Now."

Q: Why do Sideswipe's jack hammer and Ballista's missile launcher stop working?

A: Do you have ammo left? Run over a crate to get more.

DR. FRANKEN 2

Q: How do I get out of Jim's Pond?

A: Try riding up on the bubbles.

Q: Can I defeat the bunnies and caterpillars?

A: Nope. The trick is to avoid them.

Q: How do I open the front door?

A: Collect 100% of the items and get the Front Door Key.

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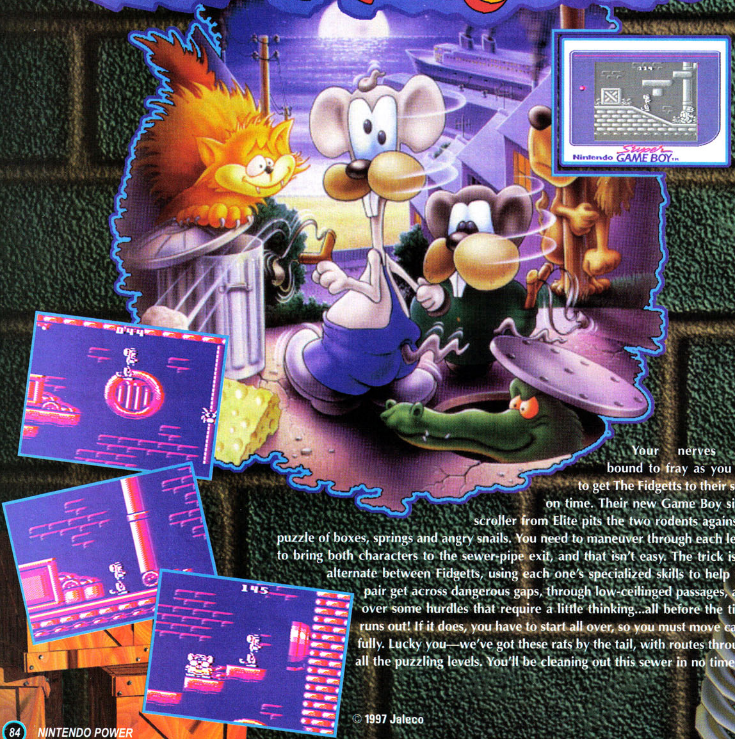
NINTENDO POWER
PLAYER'S POLL VOL. 104
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than February 1, 1998. We are not responsible for lost or misdirected mail. On or about February 15, 1998, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Nintendo Power magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 76:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after February 28, 1998.

GRAND PRIZE: The Grand Prize Winner will win a trip for two to SimuFlite Training International and Paradigm Entertainment, both located in Dallas, Texas, and an AeroFighters Assault Game Pak for the Nintendo 64. Exact date of the event is to be determined. If under 18, the winner must be accompanied by a parent or guardian. Hotel accommodations and round-trip airfare are included. Estimated total value of all prizes is $4,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

When two rats have to scramble their way through a sewer full of puzzles before their ship sets sail, there's good reason to fidget.

The Fidgetts™



Your nerves are bound to fray as you try to get The Fidgetts to their ship on time. Their new Game Boy side-scroller from Elite pits the two rodents against a puzzle of boxes, springs and angry snails. You need to maneuver through each level to bring both characters to the sewer-pipe exit, and that isn't easy. The trick is to alternate between Fidgetts, using each one's specialized skills to help the pair get across dangerous gaps, through low-ceilinged passages, and over some hurdles that require a little thinking...all before the time runs out! If it does, you have to start all over, so you must move carefully. Lucky you—we've got these rats by the tail, with routes through all the puzzling levels. You'll be cleaning out this sewer in no time!

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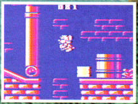
Freddie & Frankie

Freddie is the trouble here. Although he's adorable, he can't jump quite as high or as far as Frankie. Only with the assistance of a spring or, more often, a block brought over by Frankie, can he clear most of the gaps and jumps. You'll see on the maps where Freddie's block needs to be placed, so have him leap on top and jump from there. His advantage? He can crawl through passages too small for Frankie's height, so even Freddie has his moments to shine.

Frankie is the big cheese. He's the kind friend who needs to bring all those blocks back for Freddie to leap from—otherwise, he'd be through those pipes like bathwater. Make Frankie grab the blocks and place them, then have Freddie leap from them. Use the Select Button to switch between the Fidgetts, the Start Button to pause, the B Button to jump, and A to fire or throw a block. Be prepared for frequent switching.



Legend

🟩 **Freddie's path through the level.**

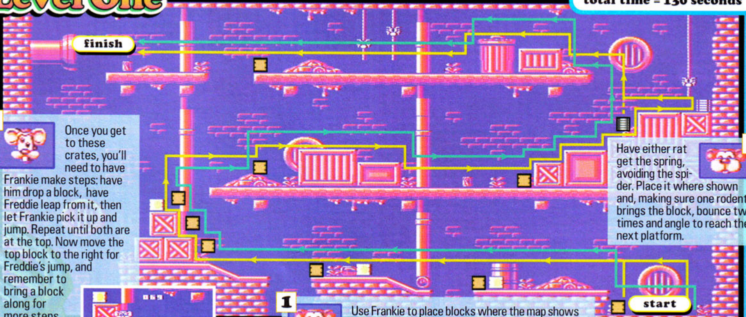
🟨 **Frankie's path through the level.**

▨ **Place boxes in these locations.**

▤ **Place springs in these locations.**

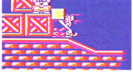
Level One

total time = 130 seconds



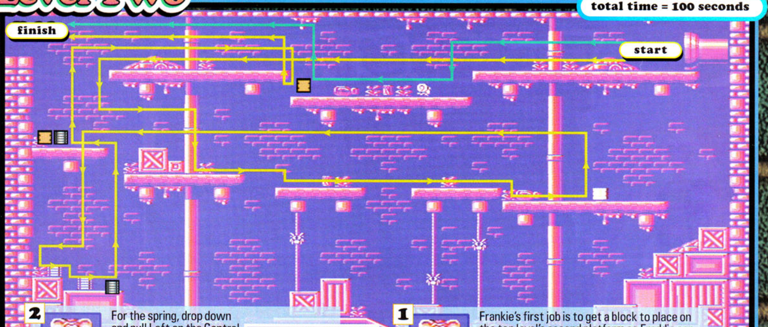
1 Use Frankie to place blocks where the map shows so Freddie can jump up. Have Frankie get the first block and go back and place it for Freddie, then get the second and put it where the map shows. Switch to Freddie and move him as far as you can, then send Frankie for an old block to repeat. Continue until you reach where the spring is placed on the map.

2 Once you get to these crates, you'll need to have Frankie make steps: have him drop a block, have Freddie leap from it, then let Frankie pick it up and jump. Repeat until both are at the top. Now move the top block to the right for Freddie's jump, and remember to bring a block along for more steps on the right.



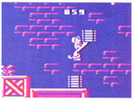
3 Have either rat get the spring, avoiding the spider. Place it where shown and, making sure one rodent brings the block, bounce two times and angle to reach the next platform.

Level Two

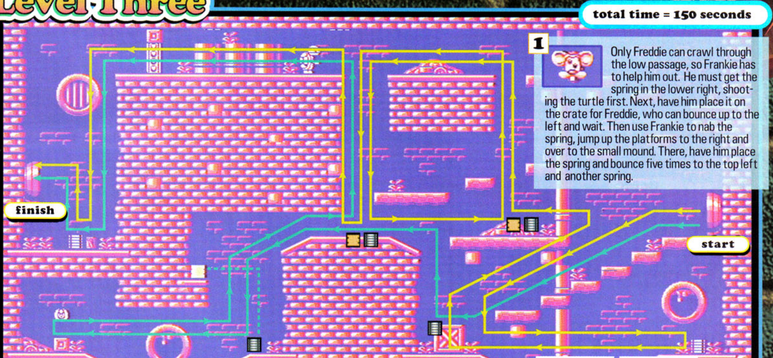


1 Frankie's first job is to get a block to place on the top level's second platform so Freddie can jump rattily across. To do this, Frankie must drop down to the second level, walk over to get the block, then double back to place the block against the wall for later pickup. Then he has to fall even lower (aiming to the left) to grab a spring. All this for a friend! And be sure, on the top level, to avoid the creeping snail.

2 For the spring, drop down and pull Left on the Control Pad. Grab the left spring, place it at the edge, then nab the other one and bounce five times toward the right-hand platform. Drop the spring into position, then take the block and bounce up to place it for Freddie.

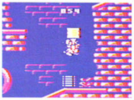


Level Three



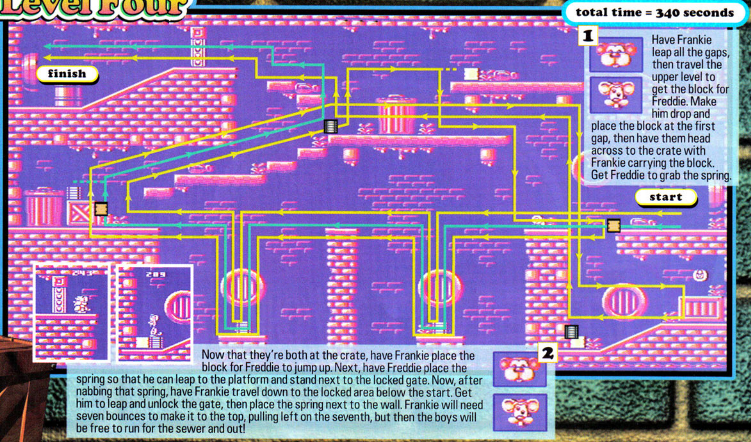
1 Only Freddie can crawl through the low passage, so Frankie has to help him out. He must get the spring in the lower right, shooting the turtle first. Next, have him place it on the crate for Freddie, who can bounce up to the left and wait. Then use Frankie to nab the spring, jump up the platforms to the right and over to the small mound. There, have him place the spring and bounce five times to the top left and another spring.

2 At the top, have Frankie nab the spring and (gulp!) fall to the left. He'll pass it to Freddie, who can crawl over, drop down, and place the spring for himself. Remember to have Freddie walk over to the left and turn the lock! Then he can return and bounce for the block on the platform. With it, he'll return to Frankie on two bounces of the spring.



3 After unlocking the door with Freddie, bounce back up with the block. There, pass the block on to the waiting Frankie. Frankie, block in hand, should then make his way to the spring he left on the mound and swap them, placing the block and picking up the spring. By placing the block, he'll be able to jump up and take the spring back to Freddie. Once placed near Freddie, the spring will bounce them both towards the last stretch. Watch out for turtles again!

Level Four

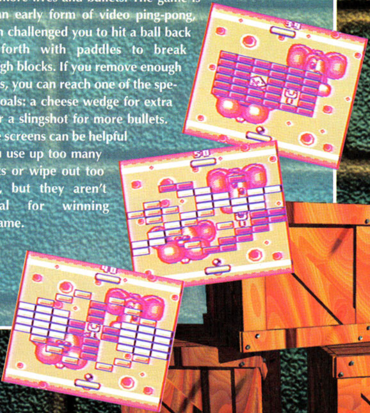


Have Frankie leap all the gaps, then travel the upper level to get the block for Freddie. Make him drop and place the block at the first gap, then have them head across to the crate with Frankie carrying the block. Get Freddie to grab the spring.

Now that they're both at the crate, have Frankie place the block for Freddie to jump up. Next, have Freddie place the spring so that he can leap to the platform and stand next to the locked gate. Now, after nabbing that spring, have Frankie travel down to the locked area below the start. Get him to leap and unlock the gate, then place the spring next to the wall. Frankie will need seven bounces to make it to the top, pulling left on the seventh, but then the boys will be free to run for the sewer and out!

Bonus Levels

When you complete each level, happy music will play and you'll enter the Bonus Level. There, you'll have a chance to earn more lives and bullets. The game is like an early form of video ping-pong, which challenged you to hit a ball back and forth with paddles to break through blocks. If you remove enough blocks, you can reach one of the special goals: a cheese wedge for extra life or a slingshot for more bullets. These screens can be helpful if you use up too many bullets or wipe out too often, but they aren't crucial for winning the game.



Onward, Fidgetts

If you like challenge in your side-scrolling games, stick with the Fidgetts. We've given you just a taste of the puzzles facing Freddie and Frankie—just enough to get you started. There are 19 levels in all, and they'll take you from the sewer through the garden and into the house, where you'll explore several floors before picking your way through the attic and onto the roof. The levels become progressively difficult, so you'll have to scramble like a rat to make the ship's scheduled departure.

Jurassic Park started the fascination with former fossils, and The Lost World continued the craze. This month, THQ brings the amazing drama of the big-screen sequel to Game Boy in a side-scrolling action game that brings the excitement of The Lost World rushing back.

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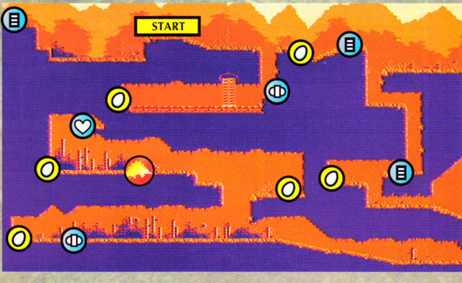
THE LOST WORLD
JURASSIC PARK™

THE LOST WORLD
JURASSIC PARK
Super GAME BOY

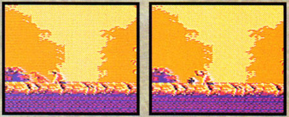
LANDING ON THE ISLAND

Your first quest is to collect 10 of the 12 compy eggs that are hidden throughout this mostly subterranean stage. The eggs' protective parents aren't terribly dangerous, so your main concern should be avoiding the stampeding stegosaurs.



CRUSHING THE COMPIES

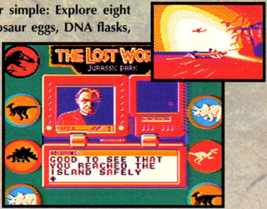
These tiny terrors are easy to beat as long as you get down to their level. Just repeatedly punch them from a crouched position and you'll finish them in no time.



WELCOME TO THE LOST WORLD

THE LOST WORLD
JURASSIC PARK

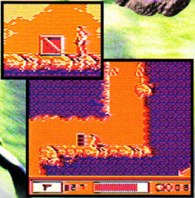
On the surface, your mission may sound rather simple: Explore eight areas of the tropical Isla Sorna in search of dinosaur eggs, DNA flasks, and data disks. Of course, the fact that the island is swarming with ferocious dinosaurs and BioSyn smugglers makes your quest much more dangerous than you could have imagined. With only a small gun, a grenade launcher, and your wits to protect you from peril, you'll have your work cut out for you.



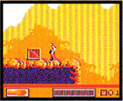
RECEIVING:
GOOD TO SEE THAT
YOU REACHED THE
ISLAND SAFELY

The cut scenes and mission briefings add a real cinematic touch to the game and are a nice contrast to the side-scrolling action.

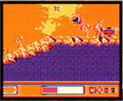
ONE LIFE TO LIVE



Picking up the ammo and health bonuses that litter the island is extremely important, since you have only one life to finish a level. Luckily, you'll earn a password every time you complete a section of the mission, so if your character does perish, restarting a level won't be a problem. It also helps to know that you don't have to defeat every enemy you encounter in order to succeed.

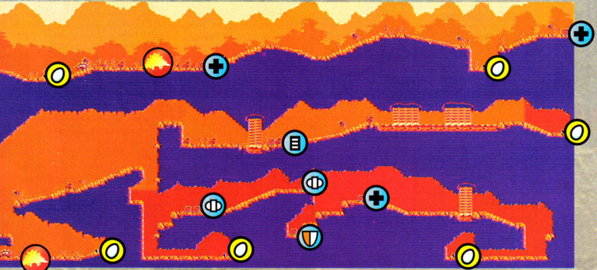


While they're sometimes out in the open, clips and grenades are also hidden inside crates. Punch them to reveal their contents.



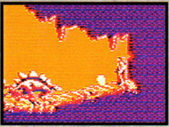
The crosses may mend some wounds, but the hearts completely refill your health meter.

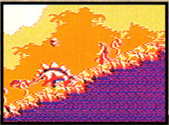
EGG
CLIP
HEART
GRENADES
SHIELD
MEDI-PAK



STEGOSAURS

You don't want to get too close to the stegosaurs or you'll definitely get trampled when they stampede. Just keep your distance from these big dinos and use three grenades to bring them down.



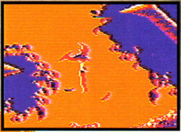


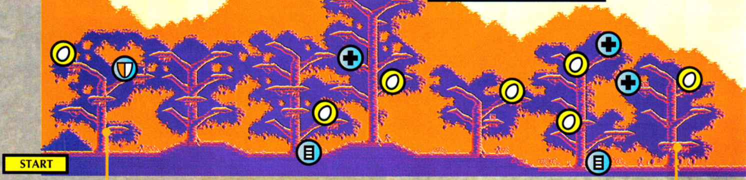
FIGHT IN THE FOREST

In this tree-lined level you'll need to play Tarzan as you leap along high and low limbs in search of ten pterodactyl eggs. But you'll have to tread cautiously because BioSyn foot soldiers will confront you on the forest floor while those high-flying pterodactyls will try to carry you away from the treetops.

TERROR IN THE TREES

The pterodactyls like to grab interlopers and drop them in flight. Either crouch to avoid their claws or give their wings a good clipping with a well-thrown grenade.

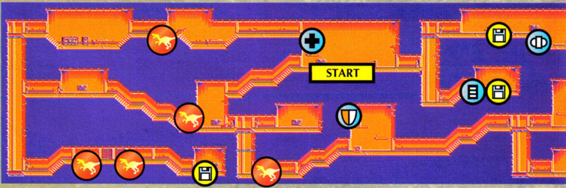




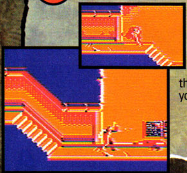
If you're having problems getting off the ground, try leaping up to these limbs to begin your search through the trees.

THE LONG LABORATORY

This time your goal is to locate ten data disks in this labyrinthine laboratory, while doing your best to fight off rampaging raptors and an army of BioSyn soldiers. You'll notice that there is more than one way to successfully navigate this long level of corridors and lifts, so study the map carefully before picking a preferred path.

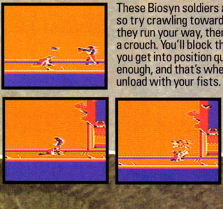


FEROCIOUS RAPTORS

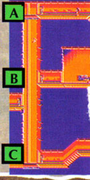


These deadly dinos don't all behave the same way. If they're just jogging back and forth, keep your distance and hit them with a grenade. If they charge you suddenly, try shooting them three times with your gun once you're freed from their claws.

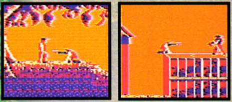
BIOSYN SECURITY



These Biosyn soldiers are squirrely, so try crawling towards them until they run your way, then pop up into a crouch. You'll block their path if you get into position quickly enough, and that's when you should unload with your fists.

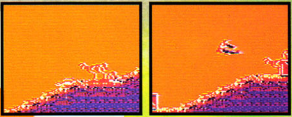


STRUGGLES WITH BIOSYN

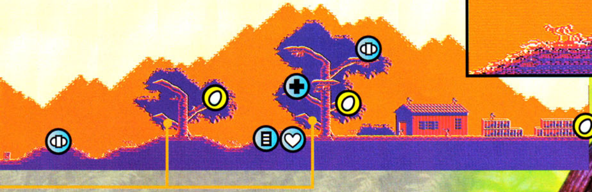


All of the BioSyn fighters will remain stationary, so you can just crawl up to their positions and pummel 'em with your fists.

KICK FOR DAMAGE CONTROL

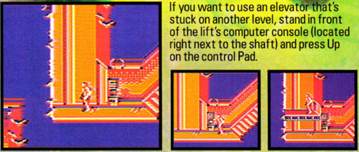


If you're falling from a great height, just keep kicking until you land on the ground.

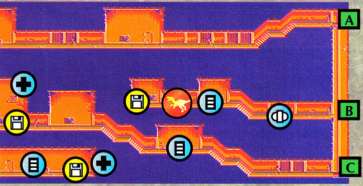


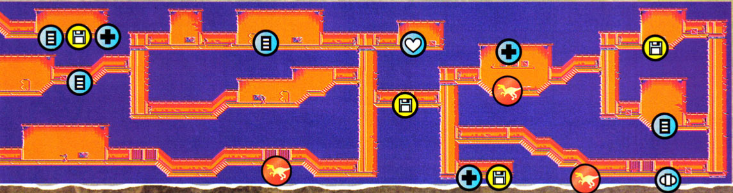
DATA DISK	CLIP	HEART
GRENADES	SHIELD	MEDI-PAK

ACTIVATING THE ELEVATORS



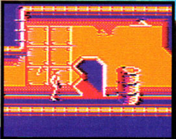
If you want to use an elevator that's stuck on another level, stand in front of the lift's computer console (located right next to the shaft) and press Up on the control Pad.

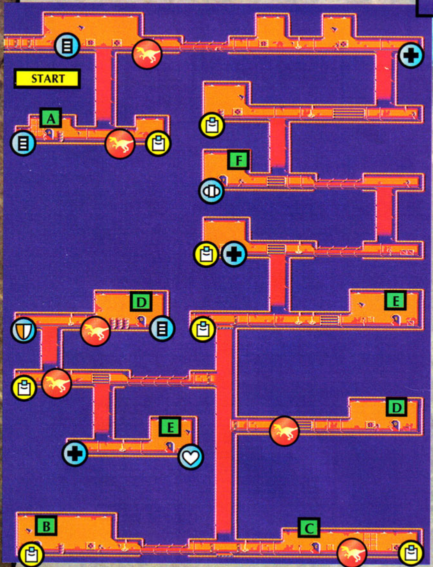


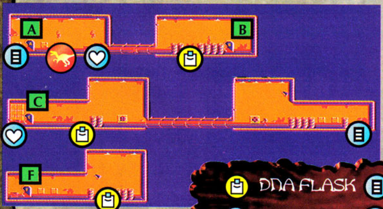


LOST IN THE SUB LABS

Now you'll be deep underground, looking for ten DNA flasks in a lower section of the lab. Use care as you forage, because BioSyn troops are still on the move and the velociraptors are even more ravenous than they were in the last level. Also note that the lab's corridors are connected through a network of doors that you can enter by pushing Up on the Control Pad.

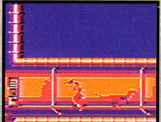


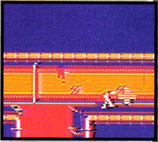


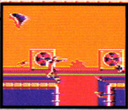


THE RAPTORS RETURN

The sub lab's raptors will usually try to take you by surprise, so always be prepared to spray them with bullets. If you use your weapons wisely and locate all of the clips, you should have plenty of ammo to complete this part of your mission.

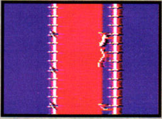






MAKING LONG LEAPS

To make the challenging giant jump, stand back from the edge of a chasm and hold down the B Button. Now begin running towards the gap and press the A Button at the last second to pull off a longer leap.



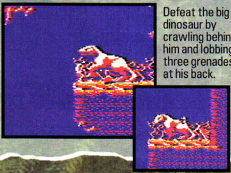
- DNA FLASK
- CLIP
- HEART
- GRENADES
- SHIELD
- MEDI-PAK

MORE TO EXPLORE

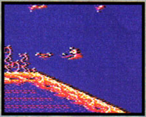
When you've conquered the first four levels of the Lost World, four more fun-filled missions still await! The rest of the quest will continue from deep below the island's surface to the edge of the surrounding sea.

GOING UNDERGROUND

It's time to dig down deep as you explore the subterranean world of Isla Sorna. As you leap over lava pools and swim through darkened waters, don't be surprised if you come nose to nose with an unknown species of dinosaur!



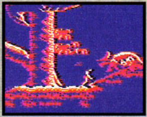
Defeat the big dinosaur by crawling behind him and lobbing three grenades at his back.



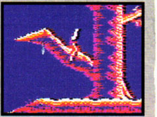
You can simply kick these bats out of the air to pick up a few small crosses.

A FINAL FOREST

A nighttime quest for ten more pterodactyl eggs leads you once again to the treetops and the formidable dangers of the forest. This time you'll face a mean triceratops that is totally immune to frontal attacks. In fact, this dino is so vicious that we advise that you avoid him altogether!



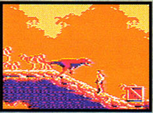
Crawl until this dinosaur flips you onto his back, then bomb his tail until he's defeated.



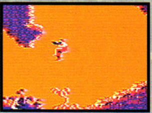
As you did in the second level, jump to the lowest limb to head for to the treetops.

JOURNEY TO THE JETTY

In this level you'll need to make your way to Isla Sorna's bay, while collecting a bundle of eggs in a series of underground caverns. Your troubles begin when you encounter the hungry tyrannosaurs that lurk around every turn and continue with the BioSyn soldiers, who will block your path in every way possible.



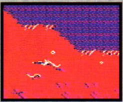
Just crouch and throw grenades to topple these tyrannosaurs.



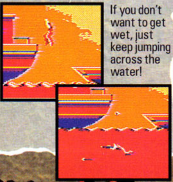
You'll have to use the long-leap technique to reach this ledge.

NOW MAKE YOUR ESCAPE!

Your escape from the Lost World is short but sweet as you battle those BioSyn smugglers for the last time. While you will have to spend some time in the water, you can be clever and stay mostly high and dry!



You can defeat the sea snakes by running in behind a spear that you've fired.



If you don't want to get wet, just keep jumping across the water!

LAST WORDS ON THE LOST WORLD

You'll have to find your own way through the last four levels, but the tips above should put you well on your way to surviving and escaping from The Lost World. If walk softly and carry ample ammo, you'll avoid becoming a fossil yourself.

ARENA

Are you game?

THE CHALLENGES

GREENWOOD GRAND PRIX

Greenwood Village's twisting tunnels will slow down any speedster. How fast can you blaze through? Enter Tracks mode of DKR, activate Time Trial, floor it, then send us your best time!

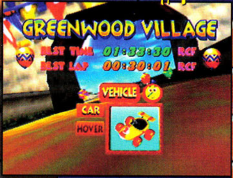
QUICK KONG TIMES

Once you've collected every item in DKL 3, you'll be able to race through 12 different areas in Time Attack mode. We'll start the first of our DKL 3 challenges off easy: What's your fastest time through the Stilt race?

DON'T TREAD ON ME

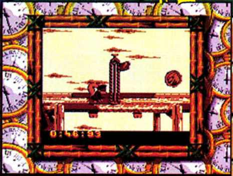
In the Arwing, you can easily dogfight with the ships swarming over Katina, but how many can you shoot down while driving the Landmaster tank? Enter Katina in Time Trial mode, set the clock to five minutes, then hop into the tank and show us just how sharp your shooting is.

#1



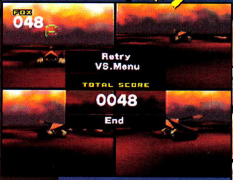
DIDDY KONG RACING

#2



DONKEY KONG LAND 3

#3



STAR FOX 64

NP SCOREBOARD

SUPER MARIO 64

151 Coins in Big Boo's Haunt (Vol. 92)

Michael Hall	Louisville, KY
Joshua Hancock	Daly City, CA
Bryce Hatakeyama	Visalia, CA
Jerrod Hegwood	Wyoming, IL
Tim Hennessey	Scott AFB, IL
George Murnock	Longmont, CO
Jan-Michael Olorga	Panorama City, CA
Alberto Ortiz Jr.	Pennsauken, NJ
Keith Pearson	Grand Rapids, MI
Ryan Smith	London, ON
Jason Sorrentino	East Lyme, CT

SUPER MARIO 64

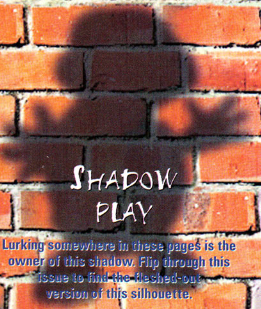
152 Coins in Wet-Dry World (Vol. 97)

Jason Ang	Niles, IL
Ken Banks	Ridgecrest, CA
Jeremy Bourgoin	Murrieta, CA
Paul Canup	Austin, TX
James Doyle	Moore, OK
Taylor Fernetti	Hamilton, ON
Jesse Grimes	Manassas, VA
David Hendren	Charleston, WV
Tim Hosaka	Tumwater, WA
Scott Juster	Hayward, CA
Matt Karls	Avon, OH
Jonathan Lockman	Miami, FL
Raymond Mariano	Oak Harbor, WA
Austin Nakamura	Remond, WA

SUPER MARIO 64

The SLOWEST (9:59.9) time for the Princess's Secret Slide

Martin Larente	Mont-Laurier, PQ
Sean Leonard	Crystal Lake, IL
Becky Mueller	Halstead, KS
Hector Ochoa	Rio Hondo, TX
Chris Robichaud	Lunenburg, MA



SHADOW PLAY

Lurking somewhere in these pages is the owner of this shadow. Flip through this issue to find the fleshed-out version of this silhouette.

TRY THIS!

RECON MISSION GOLDENEYE 007

Before James Bond can free the hostages from the Frigate, M needs to have you to scout out the ship and relay some info back to England. Sneak through the Frigate stage of GoldenEye 007 to find the key elements that Her Majesty's Secret Service is looking for.

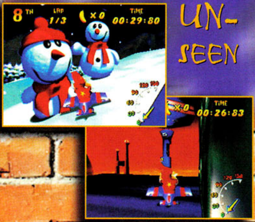
1. What color is the flag at the front of the ship? ______
2. What two-digit number is painted throughout the side of the ship? ______
3. What code is painted on the single cannon at the ship's port? ______
4. What code is painted on the missile launcher at the ship's stern? ______
5. What letter is on the outside wall by the cargo bay door (by the helicopter)? ______
6. How many light fixtures are on the ceiling of the cargo bay? ______
7. In the room filled with nine crates, how many circular vents are on the wall panel to the left of the door? ______
8. How many windshield wipers are on the cabin's windows? ______
9. In the communications room behind the cabin, what region of the world does the second map from the left depict? ______

WHERE AM I?

DKR is as much about exploration as it is about racing. Diddy's wandered far off course. Can you figure out which track he's on?

If so, snap photos of your favorite racer parked in both locales and send your pics to us. We'll randomly select 10 winners from all correct entries!

SIGHTS UN-SEEN



Can you beat GoldenEye 007's Train stage with Enemy Rockets and no other cheats on?
—A Twisted Challenge from Craig Pilgram, Bloomington, MN

In Super Mario RPG, can you defeat Exor without restoring health points?
—Garrett Yeager, Great Falls, MT

Eric Wade	Stillwater, MN
Brice Williams	Westerville, OH

WAVE RACE 64

Fastest Times for Glacier Coast (Vol. 99)

Tommy Yoder	Ridgeley, WV	1:16.535
Nathan Gray	Thomson, IL	1:23.301
Robert Coulson	Phoenix, AZ	1:24.190
Nick Piazza	San Jose, CA	1:24.641
Richard Pelletier	Montreal, PQ	1:24.724

MARIO KART 64

Fastest Times for Moo Moo Farm (Vol. 99)

Aaron Solomon	Montclair, NJ	1:18.40
Chris Okaly	Howell, NJ	1:20.66
Jonathan Bucca	Beltsville, MD	1:20.70
George Posadas	Los Angeles, CA	1:20.87
Tim Moon	Don Mills, ON	1:21.02
Calvin Shau	Cerritos, CA	1:21.10
Edgar Felce	Orlando, FL	1:21.21
Joe Lounder	Weirton, WV	1:21.86
Eric Desabrais	Hawkesbury, OT	1:22.17

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP (for a complete list of qualifiers, surf to www.nintendo.com).

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights and then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received *no later than February 10, 1998.*

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA, 98073-9733

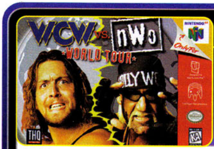
ANSWERS TO VOLUME 103's MIX AND MATCH QUIZ:

- Jimbe Land – Mole Mania
- The Mushroom Kingdom – Super Mario 64
- Bomber World – Bomberman 64
- The Northern Kremisphere – Donkey Kong Country 3: Dixie Kong's Double Trouble!
- The Lylat System – Star Fox 64
- Hyrule – The Legend of Zelda - A Link to the Past
- The World of Balance – Final Fantasy III
- Ticondera – The 7th Saga

NOW PLAYING

Your Power Guide To The Latest Releases

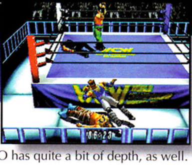
January 1998



WCW Vs. NWO: WORLD TOUR

- THQ/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- 37 wrestlers
- 5 modes of play

KIDS TO ADULTS K-A CONTENT RATED BY ESRB



SCORES

E-7.6

J-6.7

M-8.1

P-8.7

S-9.1

All the wrestlers, all the moves, all the action! THQ dares you to enter the ring.

GRAPHICS The 3-D graphics feature smooth, lifelike animation, and the modeling and texturing make it easy to recognize the wrestlers of the WCW and NWO. Occasionally you'll notice an arm punching straight through another wrestler's chest, but for the most part the graphics are top rank.

PLAY CONTROL The great thing about this game is that you can do a lot without knowing a lot, which makes it perfect for multiplayer matches when one or more players may be new to the game. But if you study the various grappling moves and attacks, you'll find that WCW vs. NWO has quite a bit of depth, as well.

GAME DESIGN This is just what a wrestling game should be. It features tons of moves, lots of wrestlers, good options including handicaps, and the slightly gonzo atmosphere of the real thing.

SATISFACTION As a multiplayer game, WCW vs. NWO is terrific. It's also fun as a one-player game.

SOUND The music is high-energy and the crowd noises correspond to the action in the ring.

COMMENTS Paul: *More real than pro wrestling itself–no really.* Scott P: *You can feel their pain.* Sonja: *This game is rad. All the wrestlers have their signature moves.* Erich: *Henry liked this game a little too much and that scares me.*

GRAPHICS=7.4 PLAY CONTROL=7.8 GAME DESIGN=8.5 SATISFACTION=8.1 SOUND=7.1

0 2.5 5.0 7.5 10

7.9

OVERALL RATING

N64

SNOWBOARD KIDS

Snowboard Kids
NINTENDO 64
ocean

- Atlus/64 Megabits
- 1 to 4 players simultaneously
- Controller Pak and Rumble Pak compatible
- 6 courses plus three bonus courses
- Stunts
- 12 boards

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

TARGET TIME 03"00"00
x2 /20
SPEED CROSS
LAP TIME 00"26"63

SCORES
A-7.0
J-7.0
M-8.5
S-8.5
T-7.1

Goofy-footed or not, boarders will thrash on these N64 slopes.

LAP 1/2
3
4
LAP 1/2

GRAPHICS The six courses cover a lot of ground, from traditional snowy slopes to a night course and a grass course on which you board through villages and pastures. Don't let the young look of the characters fool you. Snowboard Kids is fun for any age.

PLAY CONTROL The Control Stick is set up to mimic the manner that snowboarders shift their weight when turning. By pushing left or right and back on the stick, you'll turn sharply. Once you learn this technique, the rest is easy.

GAME DESIGN Although we would have liked to see even more courses, Atlus did include enough modes of play to keep the courses fresh, including the Board Game mode in which you earn money for upgrading and painting your board. The use of items for attacking your opponents adds more depth to the game. So far, this is the only snowboarding game that has taken the Mario Kart route.

SATISFACTION There's something satisfying about any game in which you can knock off your opponents using snowballs or a frying pan. It also keeps you on your toes.

SOUND The kid's voices are high-pitched, like cartoon mice, but the music has a euro-tech sound.

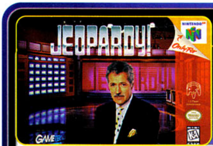
COMMENTS Sonya: *It's surprisingly fun. Coming out of nowhere, I think it could be a hit.* Jason: *It's not so cute that your stomach turns.* Terry: *Just plain fun.*

GRAPHICS=**7.3** PLAY CONTROL=**7.3** GAME DESIGN=**7.9** SATISFACTION=**7.7** SOUND=**6.7**

0 2.5 5.0 7.5 10
7.5
OVERALL RATING

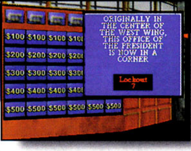
N64

JEOPARDY!



- Gametek/32 Megabits
- 1 to 3 players simultaneously
- Computer assisted answer option
- 650 categories
- 4000 answers

KIDS TO ADULTS K-A CONTENT RATED BY ESRB



ORIGINALLY IN THE CENTER OF THE WEST WING, THIS OFFICE OF THE PRESIDENT IS NOW IN A CORNER

SCORES
J-6.4
M-8.0
P-7.4
SP-6.6
S-5.0

Alex Trebek has all the answers, and questions, too, on the N64.

GRAPHICS Gametek used digitized video of Jeopardy! host, Alex Trebek, to create a close connection between this N64 game and the popular game show. The set of Jeopardy! was recreated in 3-D, although without much more success than the rather flat results from Wheel of Fortune. Still, graphics are almost inconsequential to the enjoyment of this game.

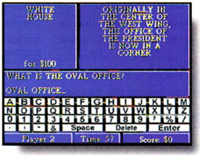
PLAY CONTROL Let's just say that the requirements of play control in Jeopardy! don't tax the system, but one nice touch is that some actions can be activated by a button.

GAME DESIGN Gametek placed its emphasis on the use of categories and answers that are indistinguishable from those used on the TV show. The video of Trebek and the use of digitized audio further enhances the connection between video game and TV show.

SATISFACTION If you like quiz games, you'll love Jeopardy! Gametek may not have done incredible things with the graphics, but Jeopardy! is still a kick.

SOUND Although the game is only 32 megabits in size, it manages to include a lot of voice and the very recognizable music and themes from the TV show.

COMMENTS Terry: *I love this game until the questions start to repeat, which can happen once you turn off the game.* Jason: *If I had a nickel for every question I got right, I'd have, like, 45 cents. It can be pretty humbling.*


A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9 ' % /
. : - & Space Delete Enter

WHITE HOUSE
for $100
ORIGINALLY IN THE CENTER OF THE WEST WING, THIS OFFICE OF THE PRESIDENT IS NOW IN A CORNER
WHAT IS THE OVAL OFFICE?
OVAL OFFICE_
Player 2 | Time: 57 | Score: $0

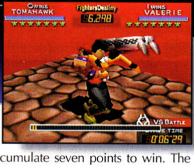
GRAPHICS=**6.3** PLAY CONTROL=**6.8** GAME DESIGN=**6.7** SATISFACTION=**7.0** SOUND=**7.2**

0 2.5 5.0 7.5 10
6.8
OVERALL RATING

FIGHTER'S DESTINY

- Ocean/96 megabits
- 1 or 2 players simultaneously
- 9 fighters
- Controller and Rumble Pak compatible
- Trading feature

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB



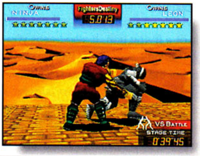
SCORES

E-6.1
P-8.2
SP-6.6
SD-8.7
S-7.2

Fight for a point, not a fatality, in this N64 tournament fighter from Ocean.

GRAPHICS Bright, polygonal figures whirl, leap, duck and battle on platforms set amidst various exotic settings. The animation frame rate seems lower than other 3-D fighters for the N64, but the game plays very fast.

PLAY CONTROL Quick response is the most important control issue for any tournament fighter, and Fighter's Destiny has it with both the default Control Pad and the Control Stick option.

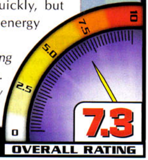


GAME DESIGN The moves are in four categories: normal, aerial, special and escape. The game is unlike other tournament fighters in that it approaches fighting like a sport, not a death match. In each fight, you must accumulate seven points to win. The options are very complete, including one that lets you alter the size of the ring itself and change the award points for different moves. In Master mode you earn new skills as you win matches, just don't lose to the joker.

SATISFACTION If you want a different kind of fighting game, this is it. Fighter's Destiny is easy to learn, but there's enough depth to keep you in the ring.

SOUND The voice messages get old quickly, but the music is well suited to the speed and energy of the play.

COMMENTS Scott P: *It's nice to see a fighting game that relies on game play instead of gore.* Erich: *The fighting engine isn't overly complex so it's easy to pick up and enjoy.*



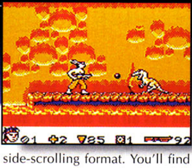
7.3
OVERALL RATING

GRAPHICS=**8.2** PLAY CONTROL=**7.0** GAME DESIGN=**7.2** SATISFACTION=**7.2** SOUND=**7.0**

TUROK: WAR OF THE BIONOSAURS

- Acclaim/2 Megabits
- 1 player
- Passwords
- 8 stages
- 3 bosses

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB



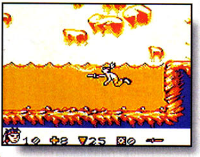
SCORES

A-7.4
E-7.9
SP-7.4
S-4.4
T-6.7

A small window on a big adventure. Turok keeps you in the action.

GRAPHICS Good animation and large, clear characters mark this Game Boy side-scroller as a meaty dish for action fans. Like all Game Boy titles from Acclaim, this one does not support Super Game Boy enhancements.

PLAY CONTROL Turok handles pretty well in side-scrolling format. He runs, jumps, squats, climbs and swims—just like in the N64 game. He also uses the same huge assortment of weapons. Selection of the correct weapon for facing different enemies turns out to be one of the greatest challenges.



GAME DESIGN The idea was to stay close to the original Turok game but to do it in a side-scrolling format. You'll find the same items, enemies and areas in this Game Boy version, but, of course, the map layout is quite different in appearance.

SATISFACTION The action is constant and the eight worlds are large, giving players a lot of game for their money. Obviously, you shouldn't expect the same immersive experience of the N64 Turok, but this is still a good game for its genre.

SOUND The music and sound effects are surprisingly varied and high quality for an action game. Dinosaur roars are not in evidence.

COMMENTS Scott P: *Turok is a real treat. Good play control and lots of action and variety.*

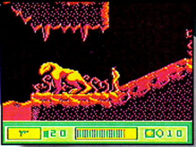
6.7
OVERALL RATING

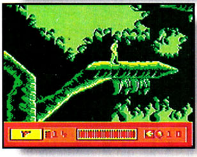
GRAPHICS=**7.2** PLAY CONTROL=**6.8** GAME DESIGN=**6.2** SATISFACTION=**7.0** SOUND=**6.4**

Nintendo
GAME BOY
THE LOST WORLD
JURASSIC PARK
THQ

THE LOST WORLD

- THQ/4 Megabits
- 1 player
- Passwords





Game Boy

SCORES

E-6.2
M-3.3
SP-4.2
S-4.0
T-5.1

Is something eating you? In The Lost World, it probably is.

GRAPHICS From compies to pterodactyls, The Lost World has dinosaurs coming out of the woodwork, or at least the woods. On the Game Boy screen, you might not expect these critters to be as ferocious as on the silver screen, but the reality is a bit disappointing. The characters here, both human and dinosaur, seem overly small.

PLAY CONTROL The Lost World is needlessly awkward because of its poor hit detection and delayed trigger actions while using weapons.

GAME DESIGN The adventure on the new dino-infested island moves along side-scrolling paths with some interesting detours and maze features. Mission objectives are radioed in at the beginning of the stage, then you're on your own. It's fairly straight-forward action, though, just scrolling and shooting. The password is a nice addition.

SATISFACTION The Lost World gives players an easy-to-grasp game world for some Jurassic fun. Once you get beyond the control issue, The Lost World can provide a nice escape.

SOUND Very standard Game Boy sound, but you have the option to turn off the music, the sound effects, or both—the best choice.

COMMENTS Erich: *I may be all alone on this, but I think it's entertaining.* Marty: *Too easy for my taste.* Terry: *Something survived, and it's really a shame.*

GRAPHICS=**5.2** PLAY CONTROL=**4.0** GAME DESIGN=**4.4** SATISFACTION=**4.6** SOUND=**4.4**

4.5

OVERALL RATING

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARMOND–Fighting, RPGs, Adventures

MARTY–Sports, Action, Adventures

ERICH–Sports, RPGs, Adventures

HENRY–Fighting, Action, Sports

JASON–Adventures, Action, Puzzles

PAUL–Fighting, Sports, Simulations

SCOTT D.–Action, Fighting, RPGs

SCOTT P.–Sports, Simulations, Adventures

SONJA–Puzzles, RPGs, Fighting

TERRY–RPGs, Simulations, Puzzles

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

- GAME DESIGN: 25%
- GRAPHICS: 20%
- SATISFACTION: 25%
- PLAY CONTROL: 20%
- SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

NR Games that were released prior to the commencement of the ratings system are designated NR.

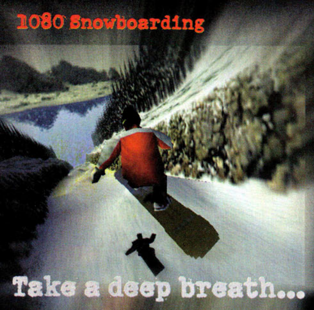
EC Early Childhood

KA Kids to Adult

T Teen (13+)

M Mature (17+)

AO Adult (18+)


1080 Snowboarding

Take a deep breath...

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

NBA IN THE ZONE '98

Five on five hoops arrives!

FIFA: ROAD TO THE WORLD CUP '98

EA Sports steps up.

WILD CHOPPERS

SCORE
SHIELD
TARGET
Ubi Soft takes the stick.

CASTLEVANIA LEGENDS

An adventure that never dies.

NO HOLDS BARRED

REPORTING IN THE NEW PAK WATCH

News is good, but it's slippery. To understand it, you have to grab it and wrestle it to the ground until it coughs up a good story. That's our philosophy at Pak Watch. You've probably noticed the change in the appearance of this month's column. It's not just bold headlines, though. The new Pak Watch will focus on the most important gaming news every month and help you understand what's behind the hype. We'll give you our first impressions of games as we play them for the first time–usually months before other mags even see screen shots. We'll let you know what's really happening at Nintendo and third party publishers, not what rumors are floating around. In short, we want Pak Watch readers to be the best-informed gamers in the world.

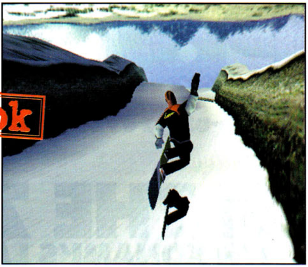
> "Other magazine editors assume that we've seen everything, sometimes even before a game exists."

Hard-nosed, rhino reporting

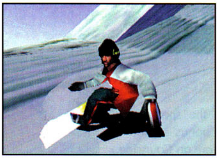
When we talk to other magazine editors, they assume that we've seen everything, sometimes even before a game exists. That's often true, because we receive many games when they're as early as 30% to 40% complete. As for news of new games, you'll read about the deals here before the ink is dry on the contracts, like Ocean's license with Warner Bros. to produce three Looney Tunes games for the N64, which you can read about this month. But enough self-promotion. Check out the new Pak Watch, paying particular attention to the red-stamped special articles, then let us know what you think.

AN AVALANCHE FROM NINTENDO'S EAD GROUP

First look

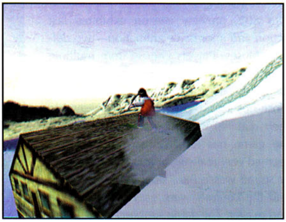


Suddenly, it's a two horse race in the category of N64 snowboard racing sims. Up until now, it's been all Twisted Edge, which incidentally will be published by Midway, probably in April. Before that happens, though, it is very likely that Nintendo's snowboard entry will have been in the stores for several weeks, or longer. This month we take a look at the first spectacular screen shots of EAD's 1080 Snowboarding and report on the game's play and features.



As lovely as a tree

1080 Snowboarding may be poetry in action, with graphics, animation, effects and play control that combine to feel something like Wave Race 64, but is it as lovely as a tree? That's hard to say, but we can report that this game does have killer trees. As you fly through narrow, forest trails overhung with branches, you'll get the picture, and it may take your breath away or knock you completely unconscious.

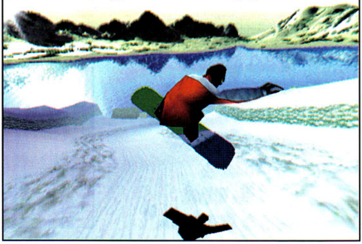


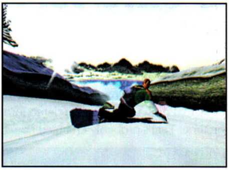
Natural and man-made jumps, like this cabin roof, give boarders plenty of opportunities to catch air.

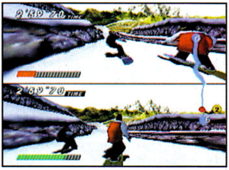
Here's looking at 1080

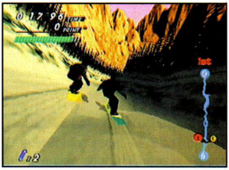
Here's the scoop. At least six courses will be included in the final game, each with jumps, varied terrain, stunning alpine backgrounds and special effects. You'll choose from among six characters, each with special abilities or attributes. Five game modes will include: challenge mode, time attack, two-player VS., practice and stunt mode, all in a 96-megabit Pak. Of course, it will be Rumble Pak compatible, and the game will save your progress in the Game Pak. One of the coolest parts of 1080 is something you can't see–the feel of the ride. As you slip and slide or carve your edge into the snow, you feel the surface. Different surfaces, like hard-pack, ice or powder, all have their own unique feel, and that feel is conveyed to the player in the way the board handles. You truly feel the snow. If all this sounds a bit too poetic, wait until you plug in the game this March when Nintendo releases it.

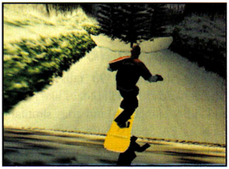
All this detail appears at full racing speed on the N64.









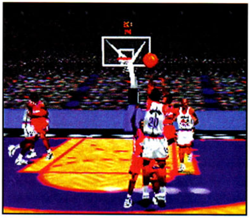


Pak Play

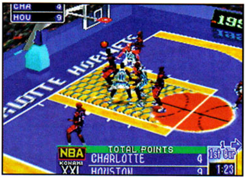
Hands-on previews of upcoming games.

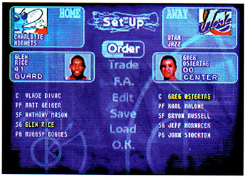
IN THE ZONE

WITH KONAMI'S LATEST SPORTS SUPERSTAR



When we first met Glen Rice at E3, the NBA star seemed more interested in playing Star Fox than in talking about his endorsement for a basketball game that didn't even exist in demo form at the time. That's probably changed now that NBA In The Zone '98 is complete. If Glen doesn't get enough hoop action with the Hornets, he can dish up some more at home on his N64, and Fox McCloud can take a breather.


CHA 4
HOU 9
NBA
KONAMI
XXI
TOTAL POINTS
CHARLOTTE 4
HOUSTON 9
1st Qtr
1:23


HOME
Set-Up
AWAY
CHARLOTTE HORNETS
UTAH JAZZ
Order
Trade
F.A.
Edit
Save
Load
O.K.
GLEN RICE 41 GUARD
GREG OSTERTAG 00 CENTER
C VLADE DIVAC
PF MATT GEIGER
SF ANTHONY MASON
SG GLEN RICE
PG MUGGSY BOGUES
C GREG OSTERTAG
PF KARL MALONE
SF BRYON RUSSELL
SG JEFF HORNACEK
PG JOHN STOCKTON

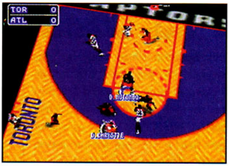
The NBA on N64

NBA In the Zone '98 falls somewhere between arcade b-ball blitzes like NBA Jam and NBA Hangtime and true simulations such as EA Sport's NBA Live series and Nintendo's upcoming NBA Courtside. (Subscribers: check out the special previews in the subscriber bonus section of this month's Power for more on Courtside.) In the Zone features five-on-five, full-court action with all NBA teams and players, except for Michael Jordan. We think it's going to be a hot ticket for players who want a quick b-ball fix.

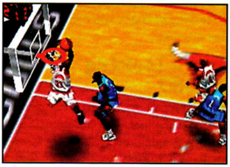
The Year of Konami?

Our 80% preview version exhibited fast action and impressive animation—two definite pluses. Players choose from multiple camera angles and zooms while spectacular dunk shots are replayed in dramatic close-ups. Most players closely resemble their real NBA counterparts, as well, and the game has full, 12-man rosters. Play seemed very realistic, although the computer squad was a little sloppy with the ball, and the controls were easy to understand and master. The game supports the Rumble Pak and four-player action in VS. and Season modes. NBA In the Zone '98 will be released in February about the same time as Konami's Nagano Winter Olympics '98. That's an impressive beginning to a year that has Konami written all over it.

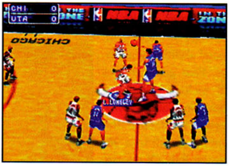
"The game supports the Rumble Pak and four-player action in VS. and Season modes."


TOR 0
ATL 0
TORONTO
D. MUTOMBO
D. CHRISTIE

You can flip through the camera options to get the best angle on the action.



Following a spectacular move like this, In the Zone gives you a close-up replay.

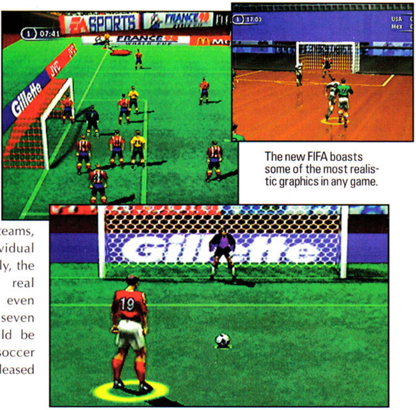

CHI 0
UTA 0
CHICAGO
L. LONGLEY

FIFA 64 GROUNDED
FIFA '98 GETS GROUND UP REDESIGN FOR WORLD CUP

FIFA Road To The World Cup '98 doesn't feel or look like a sequel to last year's FIFA 64. The new soccer game from EA Sports challenges Konami's ISS 64 in ways that surprised all of us here at Pak Watch. Without a doubt, the new FIFA takes the soccer animation crown. Excellent lighting, textures, animation and frame rate combine to give you an almost broadcast-quality experience. Sweet it is.

It's all in the game

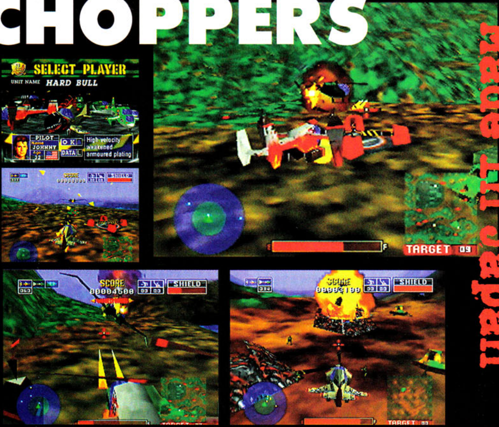
Ease of control was an important issue for EA Sports to address, especially in light of the intuitive control of ISS 64. FIFA World Cup '98 bridges the gap. You can play with just two buttons, but the use of extra buttons will add to the depth of the game. It's a good balance. The opening song on the title screen, Song #2 from Blur, also surprised us. Options include friendly matches for up to four players, the Road to the World Cup '98 mode, League mode, Training, and Penalty Shootout. Players can customize their teams by trading players, switching teams, and editing individual players. (Incidentally, the players are the real thing.) The game even includes text in seven languages. It should be the talk of the soccer world when it's released in February '98.



The new FIFA boasts some of the most realistic graphics in any game.

WILD CHOPPERS

Ubi Soft plans to launch a blitzkrieg on action and military sim gamers with the release of Wild Choppers in the next several months. It's been a long wait. Here's what to expect. Wild Choppers sends you on missions in 3-D territories piloting a heavily armed helicopter gun ship. The controls require getting used to, but once we managed that, we charged all over the large maps and blew up anything that moved, or for that matter, anything that didn't move. The fireworks are tremendous, and that's what the game is really about. EA's Strike series was never this intense, nor was it as demanding. Ubi Soft hopes to publish Wild Choppers in the first quarter of '98, a deadline they should be able to manage.



Made in Japan

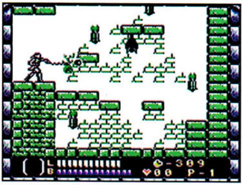
....I love the smell of avgas in the morning

Pak Peeks

What's breaking in the world of games.

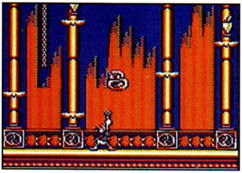
Konami bytes

Konami's fourth Castlevania title for Game Boy arrives just in time to whet the appetites of Castlevania fans who have been waiting patiently for Dracula 64. In Castlevania Legends, the vampire hunter turns out to be a fearless whip-toting young lady from the Belmont clan. Other than her ponytail, you probably won't notice a lot of difference between the new hero and the brothers and cousins who came before her. The action is classic Castlevania side-scrolling, hopping, climbing, and collecting weapons and hearts. This game came out of the woodwork at Konami, which is notorious for keeping projects hushed up until they are complete. The result is that you may find this game in the store by the time you read this article. For Castlevania fans, even that is probably not soon enough.



The quack is back

Sunsoft, once one of the most prolific publishers for the NES and Super NES, is getting back into the game with some new N64 and Game Boy titles. The first is a Game Boy version of Maui Mallard in Dark Shadow that closely resembles the unsung, but high quality Super NES game of the same name. Once again, a Donald Duck clone plays the role of Maui Mallard, a south seas private eye out to find a mojo idol of great power. The levels and game play are very close to the original game, but if you never played that Maui, this Maui has it all and it's probably less expensive. With all of its intense Game Boy action, Maui may send you quacking.

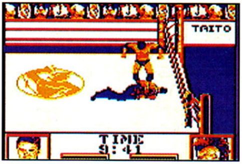


Dragon Quest lite

Enix plans to ride the Pocket Monsters craze in Japan by introducing Japanese RPG fans to the first Game Boy title based on the Dragon Quest series. Dragon Quest Monsters: Terry's Wonderland is scheduled for release this spring. It stars a character from a previous DQ game (but, he's not our esteemed Power colleague and RPG ace, Terry Munson). For gamers who don't mind the small screen, the adventure should be pretty big in this RPG. Japanese players shouldn't expect to trade monsters, though. Dragon Quest Monsters follows the traditional form of previous DQ games. As for North American plans, Enix has not indicated whether it plans to release the game here. At this time it seems unlikely since Enix USA has all but closed up shop, but the Japanese company may be willing to license the title to a western publisher. Epic fans should cross their fingers and swords.

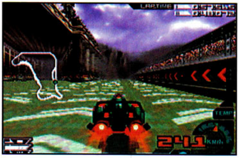
Ring rage

Taito is another publisher we haven't heard from in a while, but it seems that the Game Boy market is currently so hot that no one can stay away. Taito jumps back into the thick of things with a fighting game called Ring Rage. Not to be mistaken for the NES boxing game, Ring King, this martial arts/wrestling game features plenty of moves and good animation on the small screen. Maybe WCW VS. NWO isn't the only game in town for fight fans.



AeroGauge

So, what is the meaning of the sub-title: Racing Revolution of Sky Steppers? We don't have a clue, but it has something to do with AeroGauge, ASCII's futuristic racer for the N64. What we do know is that this speedy Pak puts you in control of one of several jet hover cars with a range of attributes (or an N64 Controller car) and asks you to fly at high speed through tunnels, canyons, cities and other dangerous locations. You don't have weapons, but you can take plenty of damage if you crash. AeroGauge features a Grand Prix circuit, a time trial and two-player VS. mode. Special boost techniques and shortcuts help you take the lead and keep it. We'll have a full review next month, and maybe we'll figure out what the subtitle means by then.



OCEAN GOES LOONEY TUNES

AND OTHER NEWS

Ocean of America told Pak Watch that, by the time we print this story, it will have closed a deal with Warner Bros. to produce no less than three N64 games based on Looney Tunes properties. Inking the deal starts the development ball rolling, but it takes time to create a game so don't expect anything before late '98 to early '99. Ocean says that it will spread development around. Some of the games may be developed by Ocean's French partner, Infogrames, where Mission: Impossible is undergoing final changes. In addition to the Looney Tunes games, Ocean has signed up Wetrix, a puzzle game from a British company called Zed Two and an action game called Jest, which stars a Court Jester. If that isn't enough, Space Circus is moving ahead and should be ready by midyear. It sounds as if Ocean is ready to flood North America with games.

> **"Ocean is ready to flood North America with games"**

Late-breaking news out of Japan is that Imagineer plans to join the snowboard club with Snow Speeder for the N64. In fact, we've seen some video tape footage of the game, which turns out to have alpine skiing as well as boarding. In the two-player mode, competitors can square off, one on a board and one on skis.

Midway reports that every Midway arcade game will make its way to the N64. The illustrious list will include Rush The Rock (the sequel to San Francisco Rush), Off Road Challenge with Ivan Stewart, Mortal Kombat IV (currently in the works at Eurocom) and the current aracade hit, NFL Blitz, which brings intense, NBA Jam-type action to the video football field for the first time. Several of the N64 versions are already in the works at Midway and elsewhere. The NFL Blitz N64 game reportedly is undergoing development at Midway's Chicago arcade HQ.

Yoshi's Story

March 9, 1998

Nagano

February

Forsaken

April

Mission Impossible

May(be)

Quest 64

May

Zelda 64

Summer

RELEASE FORCAST

N64

1080 SNOWBOARDING	SPRING '98
ALL-STAR BASEBALL '98	SPRING '98
BANJO-KAZOOIE	SPRING '98
BODY HARVEST	SPRING '98
CONKER'S QUEST	WINTER '98
DRACULA 3-D	SPRING '98
DUAL HEROES	SPRING '98
EARTHBOUND 64	FALL '98
EARTHWORM JIM 3	SPRING '98
F-ZERO X	WINTER '98
FIFA: ROAD TO THE WORLD CUP	WINTER '98
FIGHTER'S DESTINY	WINTER '98
FORSAKEN	WINTER '98
GEX II: ENTER THE GECKO	SPRING '98
HYBRID HEAVEN	SUMMER '98
KNIFE EDGE	SUMMER '98
LASTLEGION UX	SPRING '98
MISSION: IMPOSSIBLE	SPRING '98
MLB FEATURING KEN GRIFFEY, JR.	SPRING '98
MORTAL KOMBAT IV	SUMMER '98
NAGANO WINTER OLYMPICS '98	WINTER '98
NBA COURTSIDE	SPRING '98
NBA IN THE ZONE '98	WINTER '98
NHL BREAKAWAY '98	WINTER '98
OLYMPIC HOCKEY '98	WINTER '98
QUAKE 64	WINTER '98
QUEST 64	WINTER '98
SILICON VALLEY	WINTER '98
SPACE CIRCUS	WINTER '98
SUMO 64	SPRING '98
THE LEGEND OF THE MYSTICAL NINJA	WINTER '98
TONIC TROUBLE	SPRING '98
TUROK 2	SUMMER '98
TWISTED EDGE SNOWBOARDING	WINTER '98
ULTRA LODE RUNNER	WINTER '98
UNREAL	WINTER '98
WCW VS NWO: WORLD TOUR	FALL '97
WCW NITRO	SUMMER '98
WETRIX	SPRING '98
WHEEL OF FORTUNE	FALL '98
WWF: RAW IS WAR	SPRING '98
YOSHI'S STORY	SPRING '98
ZELDA 64	SUMMER '98

Game BOY

BUST-A-MOVE II	WINTER '98
CASTLEVANIA LEGENDS	WINTER '98
GAME & WATCH GALLERY II	WINTER '98
JAMES BOND 007	FALL '97
KING OF THE FISHERMEN	SPRING '98
MAUI MALLARD IN COLD SHADOW	WINTER '98
SUPERMAN	WINTER '98
WARIO LAND 2	WINTER '98

Coming Next Issue....

Volume 105, February 1998

WCW vs. nWo World Tour

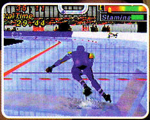
How does your favorite wrestler rank against the rest of the brawling boys in the WCW and the NWO? Volume 105 will reveal all with a comprehensive chart showing wrestler strengths, hidden moves and special attacks—everything you need to know to win in style inside the squared circle.

WCW
World Championship Wrestling
SPIRIT
88:18
SPIRIT

The Legend of the Mystical Ninja

Hold on there, young ninja lad! You don't want to go running off to battle the bad guys until you read next month's review on Konami's The Legend of the Mystical Ninja for the N64.

NAGANO WINTER OLYMPICS



Sharpen your edges and wax your skis—the February issue will go for the gold with a cool review of Konami's Nagano Winter Olympics—just in time for the XVIII Winter Olympic Games!

Yoshi's Story

You've read the Yoshi's Story preview—now learn how to avoid the pitfalls crammed between the pages of Bowser's magical picture book. Next month's issue will feature detailed maps and strategies for eluding Shy-Guys, Boo Buddies, and even the clawed clutches of Kamek!

N64

1. AeroFighters Assault
2. Automobili Lamborghini
3. Blast Corps
4. Bomberman 64
5. Chameleon Twist
6. Clay Fighter 63⅓
7. Cruis'n USA
8. Dark Rift
9. Diddy Kong Racing
10. Doom 64
11. Duke Nukem 3-D
12. Extreme G
13. F1 Pole Position 64
14. FIFA Soccer 64
15. GoldenEye 007
16. Hexen
17. International Superstar Soccer 64
18. Jeopardy!
19. Killer Instinct Gold
20. Mace the Dark Age
21. Madden 64
22. Mario Kart 64
23. Mischief Makers
24. Mortal Kombat Mythologies: Sub-Zero
25. Mortal Kombat Trilogy
26. Multi Racing Championship
27. NBA Hangtime
28. NFL Quarterback Club '98
29. PilotWings 64
30. Robotron 64
31. San Francisco Rush: Extreme Racing
32. Star Fox 64
33. Star Wars: Shadows of the Empire
34. Super Mario 64
35. Tetrisphere
36. Top Gear Rally
37. Turok: Dinosaur Hunter
38. War Gods
39. Wave Race 64
40. Wayne Gretzky's 3-D Hockey
41. WCW Vs. NWO: World Tour
42. Wheel of Fortune

Super NES

43. Aaahh!!!! Real Monsters
44. Addams Family Values
45. The Adventures of Batman & Robin
46. Aerobiz Supersonic
47. Animaniacs
48. Arcade's Greatest Hits
49. Arcade's Greatest Hits: The Atari Collection 1
50. Ardy Lightfoot
51. Arkanoid: Doh It Again
52. Bass Master II
53. Bass Masters Classic
54. Bass Masters Classic Pro Edition
55. Bassin's Black Bass with Hank Parker
56. Batman Forever
57. Boogerman
58. Breath of Fire II
59. Brunswick's World Tournament of Champions
60. Bust-A-Move
61. Casper
62. Castlevania Dracula X
63. Chrono Trigger
64. Civilization
65. Clue
66. College Football USA '97
67. College Slam
68. Cutthroat Island
69. Demolition Man
70. Demon's Crest
71. Dirt Trax FX
72. Disney's Aladdin
73. Donkey Kong Country
74. Donkey Kong Country 2
75. Donkey Kong Country 3
76. Doom
77. Dragon View
78. EarthBound
79. Earthworm Jim
80. Earthworm Jim 2
81. Emmitt Smith Football
82. FIFA Soccer '97
83. Final Fantasy II
84. Final Fantasy III
85. Final Fight 3
86. Frank Thomas Big Hurt Baseball
87. Harvest Moon
88. Illusion of Gaia
89. Indiana Jones' Greatest Adventures
90. Judge Dredd
91. Jungle Strike
92. Jurassic Park 2
93. Ken Griffey Jr. Presents: MLB
94. Ken Griffey Jr.'s Winning Run
95. Killer Instinct
96. Kirby Super Star
97. Kirby's Dream Course
98. Kirby's Dream Land III
99. The Legend of Zelda: A Link to the Past
100. Lemmings 2
101. Looney Tunes B-ball
102. The Lost Vikings
103. The Lost Vikings II
104. Lufia II
105. Madden NFL '98
106. Mario Paint
107. Marvel Super Heroes in War of the Gems
108. The Mask
109. Maui Mallard in Cold Shadow
110. Mechwarrior 3050
111. Mega Man X
112. Mega Man X2
113. Mega Man X3
114. Mega Man 7
115. Might & Magic III: Isles of Terra
116. Monopoly
117. Mortal Kombat II
118. Mortal Kombat 3
119. Mr. Do!
120. Ms. Pac-Man
121. NBA Give 'n' Go
122. NBA Hangtime
123. NBA Jam
124. NBA Jam Tournament Edition
125. NBA Live '97
126. NFL Quarterback Club '96
127. NHL '97
128. Ninja Gaidan Trilogy
129. Ogre Battle
130. Olympic Summer Games
131. Pitfall
132. Primal Rage
133. Prince of Persia 2
134. P.T.O. II
135. Revolution X
136. Road Rash
137. RoboTrek
138. Romance of the Three Kingdoms IV
139. Samurai Shodown
140. Scooby Doo Mystery
141. Secret of Evermore
142. Secret of Mana
143. SimCity
144. SimCity 2000
145. Space Invaders
146. Spawn
147. Star Fox
148. Star Trek: Star Fleet Academy
149. Street Fighter Alpha 2
150. Street Fighter II
151. Street Fighter II Turbo
152. Stunt Race FX
153. Super Black Bass
154. Super Bomberman 2
155. Super Mario All-Stars
156. Super Mario Kart
157. Super Mario RPG
158. Super Mario World 2: Yoshi's Island
159. Super Metroid
160. Super Punch-Out!!
161. Super Star Wars
162. Super Street Fighter II
163. Swat Kats
164. Tecmo Secret of the Stars
165. Tecmo Super Bowl III: Final Edition
166. Tetris & Dr. Mario
167. Tetris Attack
168. Timon & Pumbaa's Jungle Games
169. Top Gear 3000
170. Toy Story
171. True Lies
172. Ultimate Mortal Kombat 3
173. Uniracers
174. Urban Strike
175. War 3010: The Revolution
176. WWF Raw
177. WWF Wrestlemania: The Arcade Game
178. X-Men: Mutant Apocalypse
179. Zoop

Game Boy

180. Adventure Island
181. Aladdin
182. Alien Games
183. Animaniacs
184. Asteroids/Missile Command
185. Battle Arena Toshinden
186. Battle Zone/Super Breakout
187. Black Bass Lure Fishing
188. Blues Bros. Jukebox
189. The Bugs Bunny Crazy Castle 2
190. Casino Funpak
191. Castlevania Adventure
192. Castlevania II: Belmont's Revenge
193. Centipede/Millipede
194. College Slam
195. Contra: The Alien Wars
196. Cutthroat Island
197. Defender/Joust
198. Desert Strike
199. Disney's Pinocchio
200. Donkey Kong Land
201. Donkey Kong Land 2: Diddy's Kong Quest
202. Donkey Kong Land 3
203. Donkey Kong '94
204. Dr. Mario
205. DragonHeart
206. Earthworm Jim
207. Earthworm Jim 2
208. The Fidgetts
209. FIFA Soccer '97
210. 4-in-1 Fun Pak
211. Frank Thomas Big Hurt Baseball
212. Galaga/Galaxian
213. Game & Watch Gallery
214. Hercules
215. Hunchback of Notre Dame
216. Iron Man X-O Manowar In Heavy Metal
217. James Bond 007
218. Jeopardy! Platinum Edition
219. Jeopardy! Teen Tournament
220. Jungle Strike
221. Jurassic Park 2
222. Ken Griffey Jr. Presents: MLB
223. Killer Instinct
224. King of Fighters '95
225. Kirby's Block Ball
226. Kirby's Dream Land
227. Kirby's Dream Land 2
228. Kirby's Pinball Land
229. Kirby's Star Stacker
230. Lamborghini American Challenge
231. The Legend of Zelda: Link's Awakening
232. The Lion King
233. Looney Tunes
234. The Lost World: Jurassic Park
235. Madden '96
236. Marble Madness
237. Mario's Picross
238. Mega Man
239. Mega Man V
240. Metroid II: Return of Samus
241. Mole Mania
242. Mortal Kombat/Mortal Kombat II
243. Mortal Kombat II
244. Mortal Kombat 3
245. Ms. Pac-Man
246. NBA Jam
247. NBA Jam Tournament Edition
248. NBA Live '96
249. NHL '96
250. Nigel Mansell's World Championship
251. Operation C
252. Pac-Man
253. Paperboy
254. PGA Tour Invitational
255. Primal Rage
256. Q*Bert
257. Samurai Shodown
258. Solitaire FunPak
259. Space Invaders
260. Star Trek: Generations
261. Street Fighter II
262. Street Racer
263. Super Mario Land
264. Super Mario Land 2: 6 Golden Coins
265. Super Return of the Jedi
266. Sword of Hope II
267. Tamagotchi
268. Tazmania 2
269. Tetris
270. Tetris Attack
271. Tetris Blast
272. Tetris Plus
273. Tetris 2
274. Timon & Pumbaa
275. Tiny Toon Adventures 2
276. Toy Story
277. Turok: War of the Bionosaurs
278. Urban Strike
279. Vegas Stakes
280. Wario Blast
281. Wario Land: Super Mario Land 3
282. WWF Raw
283. Zoop

Upcoming Releases & Other Picks

284. Addams Family Pinball (N64)
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287. Andretti Racing (N64)
288. Banjo-Kazooie (N64)
289. Bio Freaks (N64)
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291. Buggie Boogie (N64)
292. Bust-A-Move 2 (Game Boy)
293. Command & Conquer (N64)
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299. EarthBound 64 (N64)
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301. Extreme Sports (N64)
302. F-Zero 64 (N64)
303. Family Stadium (N64)
304. FIFA Road to World Cup '98 (Game Boy)
305. FIFA World Cup (N64)
306. Fighter's Destiny (N64)
307. Forsaken (N64)
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309. G.A.S.P.! (N64)
310. Game & Watch Gallery 2 (Game Boy)
311. Game Boy Pocket
312. Gex II: Enter the Gecko (N64)
313. Harvest Moon (Game Boy)
314. Harvest Moon (N64)
315. Hero's Fishing Adventure (Game Boy)
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317. Kirby's Air Ride (N64)
318. Knife Edge (N64)
319. LastLegion UX (N64)
320. The Legend of the Mystical Ninja (N64)
321. Lego Racers (N64)
322. Magic: The Gathering (N64)
323. Major League Baseball Featuring Ken Griffey Jr. (N64)
324. Mario Paint 64 (N64)
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326. MLB Strike Zone '98 (N64)
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328. Nagano Winter Olympics '98 (N64)
329. Nascar Racing (N64)
330. NBA Courtside (N64)
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332. NBA Hardwood Heroes (N64)
333. NBA In the Zone '98 (N64)
334. NBA Live '98 (Super NES)
335. Need for Speed (N64)
336. NHL '98 (Super NES)
337. NHLPA and NHL Present Wayne Gretzky's 3-D Hockey '98 (N64)
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339. Nintendo 64 Disk Drive
340. PilotWings 2 (N64)
341. Pocket Monsters (Game Boy)
342. Quake (N64)
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346. Road Rash (N64)
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350. SimCopter (N64)
351. Snowboard Kids (N64)
352. Space Circus (N64)
353. Space Station: Silicon Valley (N64)
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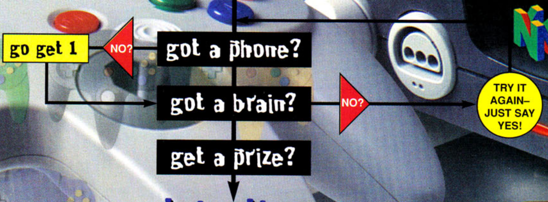

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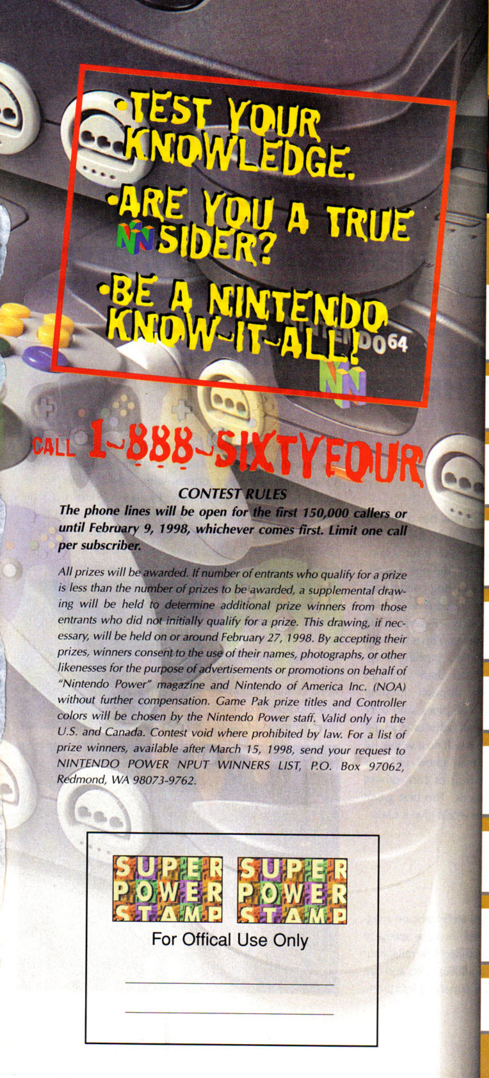

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The phone lines will be open for the first 150,000 callers or until February 9, 1998, whichever comes first. Limit one call per subscriber.

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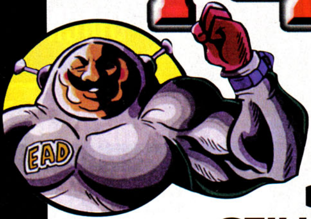
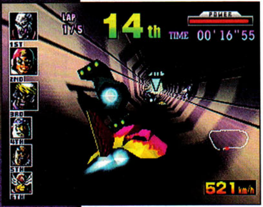


F-ZERO RACING HAS ADVANCED A LIGHT-YEAR SINCE '91, BUT SOME THINGS NEVER CHANGE. SPEED IS STILL THE ULTIMATE THRILL IN THE GALAXY.

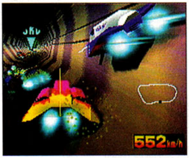
RETURN OF THE KING

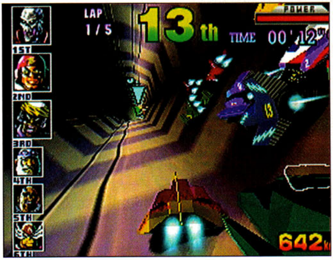
F-Zero, the best racer of the 16-bit era, now has a worthy successor. F-Zero X appeared on the test track for the first time at Space World in Japan, where we took it for a spin. F-Zero X defines speed, graceful analog control and power. If Extreme-G was captivating, F-Zero X is exhilarating. This is the N64 on steroids, pushing polygons faster than you can believe through looping tracks, half-pipes, and over jumps, all between charged rails that will do a whole lot more than chew off your chrome if you make first contact. Dozens of cars, drivers and tracks give it impressive dimensions. The best game designers, Nintendo's own EAD, in the world give it class.



LOOK, MA, NO WHEELS

F-Zero X vehicles float above the high-tech track on magnetic cushions that reduce friction and increase speed to breathless levels. But, if you hit the electrified side rails, your car will take damage. Some cars are built like tanks and can absorb the shock of rails and other cars smashing into them. But some light and maneuverable vehicles crumple on contact. In F-Zero X, you'll choose from one of approximately 30 vehicles and eight drivers with varying skills. Once you're in your car, you'll have the best control Galactic Credits can buy. The R and Z Buttons tilt the car to bank through sharp turns. But the single biggest change in this 3-D reincarnation of F-Zero is the camera control. Smoothly zoom the camera position toward or away from your car, then rotate the position of the camera anywhere around the vehicle. If you feel so disposed, you can even move the camera in front of the vehicle in order to see the competition eating your dust.





20,000 LEAGUES?

LAP 1/5
12th
TIME 00'28"96
567km/h

Twenty-thousand? Not yet. F-Zero X has three main leagues and one master league that you'll access only after completing the first three leagues. For those of you who never experienced the thrill of the original F-Zero, a league is like a circuit in other racing games. The Jack League is for beginning racers, while the Queen and King Leagues will test experts. Each league will have about six courses. A race lasts five laps, but you can customize the number of laps required for victory. The courses are longer than in the original game, with each lap lasting several minutes.

FOUR ON THE FLOOR

LAP 2/5
13th
TIME 01'04"68
634km/h

Perhaps the most welcome improvement in the N64 F-Zero X is the inclusion of the multiplayer mode. Four drivers can now battle for supremacy of the space tracks. In the multiplayer mode, several types of races will be available, including head-to-head and racing in a full field of cars.

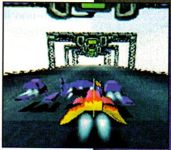
FUTURE PERFECT

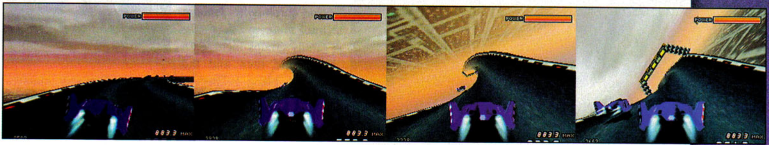
No matter how good a game is, eventually you will win every race with every car, and then what? Or will you? With F-Zero X, you many never run out of new courses because it is being designed with an open architecture that allows for the addition of future tracks, cars and characters to be added via the 64DD. How it would work goes something like this: You buy F-Zero X when it's released as a Game Pak. When additional features are available on the 64DD, you buy a disk or download the information to a disk. In Japan, plans are already in the works to place high-tech kiosks in stores where 64DD programs can be downloaded. The idea is to provide a low-cost extension to the life of a game. This may sound almost too good to be true, but it's happening. And there's more.

DO IT YOURSELF

LAP 1/5
29th
TIME 00'12"75
574km/h

Upgrading and adding to games is cool, but for many players, the ultimate in interactive fun will come from designing their own tracks and challenging their friends. On the 64DD extended game, players will find a comprehensive track editor. According to Mr. Miyamoto, you'll be able to create loops, curves, energy boosts, narrow passages and long jumps that are almost impossible to cross–all the elements you find in other F-Zero X tracks. Make them tough, make them easy, make them long or short or as twisted as a plate of spaghetti. You'll be able to save tracks on the 64DD game disk for as long as you like, and best of all, you'll be able to exchange your tracks with your friends. The possibilities for custom tracks are virtually infinite, so F-Zero X is likely to be the first video game in history that has no end. So when does the fun begin? We expect F-Zero X to arrive in North America by August or September.





TUROK 2™

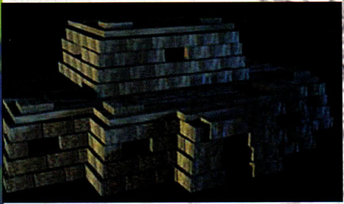
IN THE HEART OF TEXAS, A NEW TUROK ADVENTURE IS TAKING FORM AT IGUANA ENTERTAINMENT. IT MAY WELL BE THE SHAPE OF FUTURE GAMING.

THE CREATOR

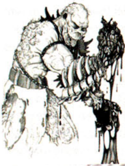
Enter the exclusive domain of David Dientsbier, director, producer and creator of Turok and Turok 2 for Acclaim. Although the modern office building that holds Iguana Entertainment may be built of stone, steel and glass, David's world is built of aliens, jungles, fantastic cities and incredible weapons, not to mention enough SGIs to choke an elephant. David is a vision guy as well as an avid gamer. "I think about things that I would respond to if I were playing." Sounds like the man to talk to.

THE CREATION

"The process for creating the 40 or so characters that you'll find in Turok 2 begins with a concept document," says David. "I write down in detail what the worlds of the game will be like, what sort of societies you'll find there, what the architecture is like and so on. I want to create an illusion that things really make sense in this world, and that includes the native populations that are found there." David and his team of world class programmers, artists and designers introduced us to an outstanding cast of characters in the original Turok, one of the biggest hits on the N64 to date, but clearly that was just the beginning. "Our goal is to take Turok 2 to places no other game has been. There will be things that Turok players recognize, but we intend to push the limits," he says.



FAMILY TIES



One of the surprises in store for players this August, when Turok 2 is scheduled to be released, is that families of character-types will be found in different worlds. Remember the Pur-lins, the giant ground-pounders from Turok? Imagine a society composed of several branches of Pur-lin society, ranging from simple ogres to sophisticated weapon-toters. In their own clumsy way, Pur-lins strive to advance to a human level, but it is clear that they aren't really up to it. "They're jealous of us," David explains. That jealousy motivates everything they do, from trying to build cities to attacking humans like Turok who wander into their midst. Other family groups include an insectoid race and the cave-dwelling Leapers from, Turok: Dinosaur Hunter, David's favorite group. "They make a triumphant return," David announces. "But most of the creatures and families are new."

BIGGER, TOUGHER, HARDER

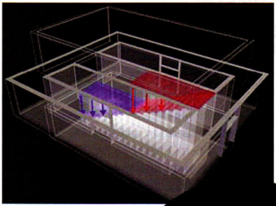
Some of the inspiration for Turok 2 comes from what David considers the best video games, games such as Zelda and Super Mario Bros. "I love games where you have to explore, where you can look up, see a bridge and wonder, hey, how did I miss that, and how do I get there? Turok 2 is going to be very non-linear. You'll have to revisit and explore areas to discover weapons, keys or clues to use in a later area." We don't know a lot about individual stages yet, but we do know that they will be huge, giving players many virtual square miles of gaming territory to roam. We also know that each world will be a unique place full of special creatures that evolved there. As for the Campaigner, he's gone, of course. (You finished him off in Turok: Dinosaur Hunter.) The new villain comes from a story written by Acclaim comics. "He's bigger, tougher, badder," says David. Sounds like a guy who eats raptors for breakfast.

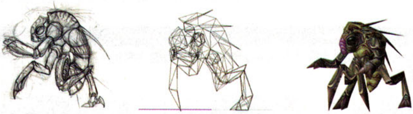
IT LIVES!

When we visited Iguana recently, we were blown away by the look and animation of the creatures. The Turok 2 artists–one of the most talented N64 development groups in the world–take David's basic direction and create 3-D models with soft-skinned textures using the same basic technique as the one used in Diddy Kong Racing. One benefit of this is that it saves on polygon counts, which frees up memory for other things. Another benefit is that the characters look realistic when they move because joints are smooth. The Turok 2 team adds even more realism in their animation. "We don't use motion capture for aliens," David explains, "because we don't want them to look like people in costumes." Instead, the animators create logical movements for each type of creature. Some of the motion is based on the artist's observation of living creatures like insects, and all of it is highly detailed. Players will see emotion on the faces of characters, moving jaws as they roar, bouncing bellies as they walk and other touches that convey a sense of reality. Iguana also uses tweening techniques to blend animations together. The overall effect is hypnotic. The creatures of Turok 2 actually seem to breathe, and they seem to get mad, as well, particularly if you're pointing a plasma blaster at them.

THE PROMISE

Much of Turok 2 is still in the works or being kept under wraps at this point, but it promises to be one of the gaming events of the year. Iguana and Acclaim have shown the ability to innovate and create technically sophisticated games for the N64 such as the original Turok and NFL Quarterback Club '98. We expect Turok 2 will be just as breathtaking, and more fun than a cave full of Pur-lins.





This insectoid race in Turok 2 has many earthly bug characteristics, such as six legs and a hard-shelled, sectional body. As you can see, the sketch is turned into a wireframe, then, with soft-skinned textures added, it becomes a lifelike alien.

NBA COURTSIDE™

NINTENDO AND LEFT FIELD PRODUCTIONS ARE DEVELOPING A NEW BASKETBALL GAME THAT COULD RAISE THE STANDARDS OF EXCELLENCE FOR FUTURE SPORTS GAMES.

THE NEXT BEST THING TO A COURTSIDE SEAT

NINTENDO
ROCKETS

Henry Sterchi is a man on a mission. He's the producer for NBA Courtside, a joint project between Nintendo and Left Field Productions, expected to arrive in stores this spring. If all goes according to plan, NBA Courtside will be a Rumble Pak-compatible, sports simulation for one to four players that plays like an arcade-style basketball game. But easy play control is only the beginning—Henry expects that the game's new proprietary animation and stunning sound will be the next best thing to a real courtside seat.

"We want the game to capture the feeling of being on the court," explains Sterchi. "A lot of other basketball games strictly take the television camera perspective, and we think that's overdone and old. We're trying to do a blend of courtside action with brief, dramatic camera angles throughout the arena."

THE "OOOOOH" FACTOR

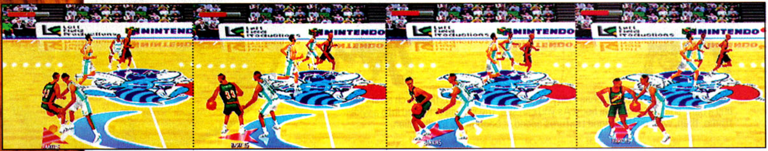
Watch a real NBA game and you'll invariably end up talking about a stunning play or an awesome move made by a player. Cool moves are a big part of NBA Courtside.

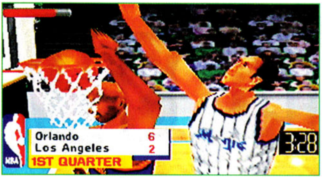
"We want animation in the game that will make gamers gasp—say 'oooooh!'—even if they lost the ball on the play," Sterchi adds. "We motion-captured all of the moves we could imagine—flashy passes, post-up stuff, even if we didn't think we could fit it all in the game. We want a ton of animation, as long as it gives a real sense of fluid movement."

SEAMLESS ANIMATION

To accomplish this, Left Field created a proprietary animation system that uses motion blending. This is the process of combining one move, like a run, with another move, such as a jump shot, without a gap in the action. The system mathematically interpolates between the moves and joins the action to make it look seamless. One result is that NBA Courtside's instant replay mode doesn't have the fluttery action found in many sports games.

The game's animation also looks incredibly human. As a player dribbles the ball up the court, he'll crane his neck to seek out an open teammate. Whenever the ball is launched at the rim, the players near the hoop





will turn and watch, following the arc of the ball until it swishes through the net. Even the hands on every player are rendered and animated.

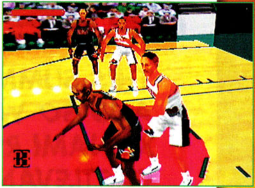
A GAME WITHIN A GAME

NBA Courtside is easy to learn. Gamers can pass and shoot using the A and B Buttons and move using the Control Stick. As players get used to the game, they can expand their playing style by adding moves using other buttons. Sterchi knows multiple moves won't help a game without superb play control.

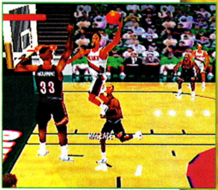
"The response on the Control Stick isn't just intuitive, it's exact. If you push the stick left, your player will turn left—without hesitation—you're in complete control of everything," he explains. "If someone steals the ball from you, it's because you made a mental error, not because you pressed a button and nothing happened. We're taking the offensive and defensive matchups and making it into a game within a game, and gamers will realize this as they play."

COURTSIDE SOUNDS

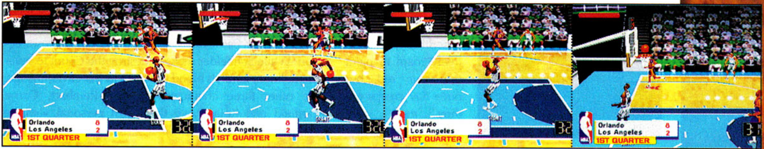
Much of NBA Courtside's 96-megabit programming space is dedicated to sound. When complete, game sounds will include player names, nicknames, referee calls, and special arena sound effects. To get the right acoustics, the design team took a DAT recorder to several NBA games and collected actual crowd noise and reactions.



"Overall I think we have 1,100 sound samples right now, but I'm not sure how many we'll have when the game is released," Henry says. "We found that the sound effects weren't enough. We wanted a real public address guy to announce the player's names, so we hired Vic Orlando, the PA announcer for the Seattle SuperSonics."



"The hardest thing about this job," laughs Vic Orlando, "is probably pronouncing names like Vitaly Potapenko." A center for the Cleveland Cavaliers, Potapenko is just one of almost 450 NBA players planned for the game. During a recent recording session, Henry made Vic repeat Potapenko's name several times to ensure that Cavalier fans would feel like they're sitting courtside in Cleveland's Gund Arena. These guys sweat the details like pros in the playoffs.



DRACULA 3-D™

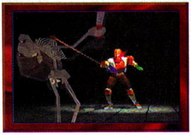
THIS SUMMER, THE SUN WILL BE OUT, AND SO WILL THE VAMPIRES WHEN KONAMI RESURRECTS DRACULA AND CASTLEVANIA FOR THE N64.

CASTLEVANIA AND DRAC ARE BACK

For the first time in the enduring, almost immortal series, Castlevania won't be a side-scroller but, rather, a 3-D adventure. Like Super Mario 64, Konami's Dracula 3-D will have a second-person perspective, but that's where the similarities end. No cartoony pals. No happy kingdoms. Instead, Dracula 3-D will bring players up close to Castlevania's 19th-century world of action and horror. So close, in fact, you can practically smell the fear, not to mention the garlic. Game Director Takeo Yakushiji describes the adventure's atmosphere as "terrifying, but beautiful." For research, he's been watching vampire period films such as *Bram Stoker's Dracula* and *Interview with a Vampire*. And while the overall feel of the game is dark, the sun will nevertheless play a crucial role.

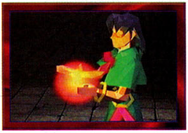
NEAR DARK

To help in the hunt for nocturnal vampires, players can consult a clock item to keep track of the setting sun. At night, from around 7 p.m. to 5 a.m., the bloodthirsty can freely roam to paint the town red, but once day creeps up, they must seek refuge from the sun. "Day changes to night every 15 minutes, but we're still debating this length of time," Yakushiji explains. Planning where to be when the sun sets is vital for survival, so players must budget their time. By day, players will have a safer time exploring, but some doors and gates will open only at night. "Also," he adds, "enemies will be more powerful during the full moon." And not all vampires will sleep during the day; some may stay up lurking indoors or in shadowy areas. Others may even pretend to be villagers imprisoned by vampires, only to go for your jugular once the lights go out.



BELMONT THE VAMPIRE SLAYER

Character interaction will stake a juicy claim in Dracula 3-D to transfuse more adventure elements into Castlevania than ever before. Players will be able to adventure as one of four diverse vampire slayers (gamers won't be able to switch characters mid-game), and each character will have a unique personality, plus special powers and personalized ending sequences. The main hero is Schneider Belmont, a descendent of Dracula who interprets the recent monster sightings and disappearances of children near Castlevania as a sign of Dracula's resurrection. While Schneider seeks to destroy the Count to sever the Belmont family's blood ties from its bat-caver lineage, the other three characters—Cornell Reinhart, Carrie Eastfield and Kola—have their own personal vampire vendettas motivating them.



THE LOST BOYS AND GIRL

For Cornell Reinhart, laying Dracula to rest means the vindication of his sister, Eida Reinhart. Dracula's curse condemned the Reinharts to being werewolves, but the siblings believed that the vampire and the curse were gone forever. Dracula reawakened, however, reviving the Reinhart curse as well as the monsters in Castlevania's woods.

While Cornell and Eida were desperately struggling to save a child from a monster, they regressed into werewolves. The townspeople, overlooking the siblings' heroic efforts, feared the pair's powers and unjustly executed Eida for being evil. Enraged, Cornell turned against his town and vowed to destroy Dracula and his curse.

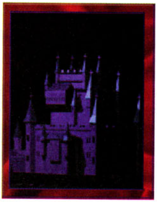
Carrie Eastfield also believes herself to be cursed by Dracula and that only he will be able to unlock the mysteries of her psychic abilities. Like the Reinharts, 12-year-old Carrie was misunderstood by her peers and was labeled as evil, even though she used her powers for peaceful things, such as magically causing flowers to bloom in the winter.

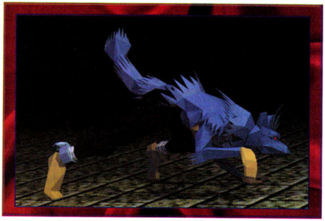
Only the fourth character, hulking Kola, remains cloaked in mystery. However, Yakushiji hints, "Kola cannot become a vampire, but you'll have to use your imagination at this point to figure out why." Schneider, Cornell and Carrie, on the other hand, can become vampires, and once bitten, must work quickly to avoid transforming completely into bloodsuckers. Kola may be unable to become a vampire, but the other characters will have their own special advantages. And regardless of whom players use, their character could very well stumble across the other playable characters, who may or may not act as allies.

NEW BLOOD

Dracula 3-D introduces pints and pints of new gaming elements to Castlevania. Gone is the heart meter, replaced by a new power meter that decreases whenever a player uses a character's unique special attack. Gamers will also be able to wield weapons (including primitive machines such as Kola's chain saw) in three dimensions by using the A Button to brandish them and the Control Stick to aim. And now, items will be hidden in rooms rather than coming from candelabras. "Plus, there will be an item exchange system," Yakushiji asserts. "A man will bring you items and ask you to sign a contract. Then, you must do something for him." But he warns, "It's not good to call on him too often. . . ." Every decision a player makes will make a difference. Throughout Dracula 3-D there are "branch points," and the choices a player makes will affect where the story and mission will branch to next.

So what is next for Dracula 3-D? Yakushiji is currently experimenting with adding dramatic cinema scenes, sound effects and dialogue, along with music that lives up to the Castlevania soundtrack standard. In the meantime, Dracula 3-D is being capably fine tuned by Yakushiji, a Castlevania fan himself. "I've adored the Castlevania series since I was just a gamer," Yakushiji enthuses. "I'm very excited to finally have the chance to work on the series as a game director!" We're excited, too.





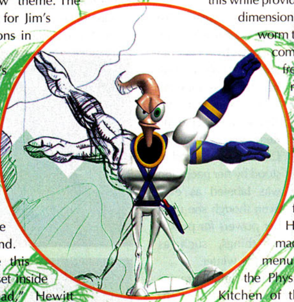
EARTHWORM JIM 3D™

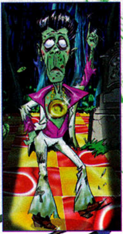
Not just any fool would arm himself with a False Teeth Gun. But then, EWJ isn't just any fool. And this isn't just any game.

INSIDE JIM'S HEAD

Earthworm Jim fans expect three main things from the wormy superhero's games: lots of action, a twisted sense of humor, and...cows. From its opening scene, Interplay's Earthworm Jim 3-D delivers the goods, and, for the duration of the game, the three ingredients refuse to let up. Stephen Hewitt, Games Designer at Vis Interactive, the developers of EWJ3-D, describes the game's intro scene as a parody of the James Bond movie openings tinged with a "worm with the golden cow" theme. The stark raving intro sets the stage for Jim's latest mission: battling the demons in his head.

When a stray cow lands on Jim's noggin, the wormy wonder gets knocked out cold, only to awaken inside his own brain. As his every phobia and fantasy mutate into the game's playground, EWJ must struggle to regain consciousness by searching for his brain cells, which have been scattered throughout the demented regions of his mind. "Because this game is set inside Jim's head," Hewitt explains, "we decided to let his phobias express themselves by way of characters." Psycrow, Professor Monkey-for-a-Head and other EWJ regulars (or, rather, irregulars) return to torment Jim along with some of the worm's own dreamed-up embodiments of fear. Included among them are TV Cyclops, a giant with a boob tube head, and Fatty Roswell, an obese alien working in fast food. And let's not forget the cows. "The mere fact that we have them eating grass, has nothing to do with their full capability as advanced bovine lifeforms," Hewitt preaches. Thus, EWJ3D introduces the Bovine Special Elite, or bulls in berets.

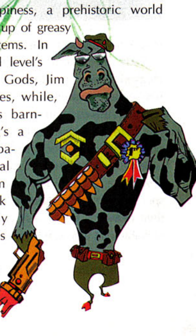




A NEW CAN OF WORMS

"Other Jim games were predominantly a get-to-the-end/collect-the-thingies shoot-'em-up, and we've maintained all this while providing puzzle elements and the extra dimension," Hewitt asserts. Jim will get to worm through six 3-D environments that combine platform play and nonlinear free roaming. The game levels each represent a part of Jim's subconscious, such as Fear, a forest filled with Jim's horror movie memories. In Fantasy, the worm realizes his dream of being a cowboy, albeit in a modern, urbanized wild west. Jim's fast food fondness materializes in Happiness, a prehistoric world made up of greasy menu items. In the Physical level's Kitchen of the Gods, Jim undertakes domestic duties, while, in Aggression, he wages barnyard warfare. Everything's a tad bit warped in Jim's spacious head, so in the final level, Childhood, Jim returns to the boardwalk he visited as a larva, only to find the fairgrounds mutated by radiation.

Cut scenes, cartoon



music, and spoken dialogue (possibly courtesy of Dan Castellaneta, the voice of EWJ and Homer Simpson on TV) also figure into this one-player shrink session. Moreover, as in previous EWJ games, each level will contain pop culture references aplenty, varying styles of game play and strategy, and a hidden arsenal of screwball weaponry, including the Goldfish Gun, Gnome Gun, and the new and frightening, Pump Pack. "This breakthrough allows bean-energy to be mysteriously transmuted (by a highly secret process within Jim's super-suit) into...uh...upward lift and a rather rude noise," Hewitt reveals.

The methane-powered action of Interplay's Earthworm Jim 3-D blows into stores this spring, and Hewitt assures us that all will enjoy the game. "Unless," he warns, "they're scared of cold, slimy things, in which case, they'll just have to remember that he's on their side and that evil can be cute, soft and fluffy." We are now having second thoughts about Kirby.

AN INTERVIEW WITH EARTHWORM JIM

Though we're no Barbara Walters (c'est la vie), we tried our hand at some interviewing by talking to the worm himself.

NP: *Your N64 debut was in Clay Fighter 63 ⅓. How do you feel about being second banana to the blobby brawlers?*

EWJ: Second banana? Ha! Earthworm Jim laughs in the face of the overripe fruit of villainy! I am the mighty kumquat of justice, the kiwifruit of righteousness, the...err...other fruit things. Above all, I am...A WORM! (And have you seen what worms do with wet earth???) Ha! Ha! Bring on your strange and unusual soft soil deposits, I say.

Interplay
40% by Vol
PRODUCED IN SCOTLAND
5cl. cont.
EARTHWORM JIM 3D

NP: *How did you train for the fight?*

EWJ: Four long years have I studied beneath the tail fins of the Great Mystic Mud-Guppy. Hard won were the century-old secrets he patiently taught in the lost arts of Macramé (pity he knew nothing about Mud-fu...but my Kevlar-beaded Pocket Rocket seat covers are the envy of crime fighters everywhere!).

NP: *Why should people like your new game?*

EWJ: Other games just don't offer the chance to get right into the mind of a super-hero: Who is he? Why does he do what he does? And perhaps most importantly: Why is there pizza in here??

NP: *What sorts of surprises do you have up your slimy sleeves?*

EWJ: Not arms, for starters.

NP: *What's your favorite part of this game?*

EWJ: Pummeling.

NP: *What's next in store for Earthworm Jim?*

EWJ: Pummeling?

NP: *Who's your favorite Spice Girl?*

EWJ: Princess Wosser' Name, ever since she had that part-time job at Taco Bell. I once tried to call her Royally Spicy, but she wasn't impressed.

NP: *If you could be a tree, what kind would you be?*

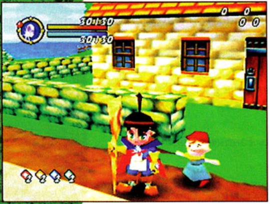
EWJ: Ah...um...uh...could I be a still life of unusual fruit instead?

QUEST 64

There's a lot more work to be done, but the latest version of Quest 64 shows the beginnings of an immersing, intriguing epic.

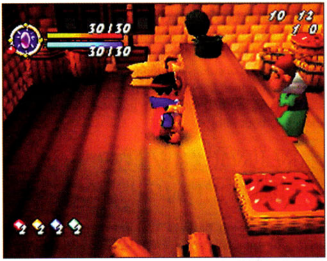
EPIC UPDATE

As the anticipated first RPG for the N64, Quest 64 will have a lot of fan expectations to live up to. We had a chance to play the latest pre-alpha version of the game, which is a bit farther along than the version we reported on back in Volume 100. We also had a chance to talk to THQ Senior Vice-President Mike Haller, who is closely involved with the Quest 64 project. From what we could see, THQ is pulling out all the stops to ensure that Quest 64 lives up to fan expectations—and then some.



FREEDOM OF MOVEMENT

Though Quest 64 is far from complete, much of the basic "mechanical" framework is now in place. In the previous version, we could explore only a limited area, but in this version, we were able to roam freely about the countryside, strolling along dirt paths and through flowering fields between a small village and a walled city. The experience was very much like Super Mario 64, with large, well-animated figures and a great sense of freedom.



There were boundaries, of course, but we didn't ever feel closed in or restricted.

The animation was so Mario-like, we often wanted to jump on top of rocks and other objects, but, for better or worse, you won't have (or need) this ability in the final game. On the upside, we truly had the sense of being in a wide, open space, and we were always wondering what was around the corner or over the next hill.

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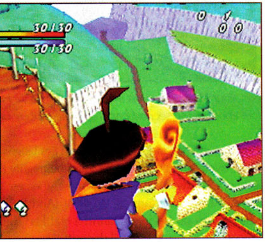
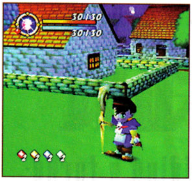


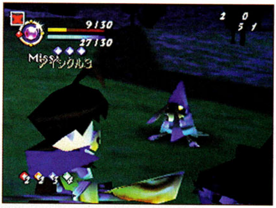
CRYSTAL COMBAT

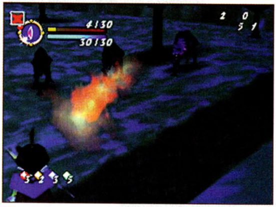


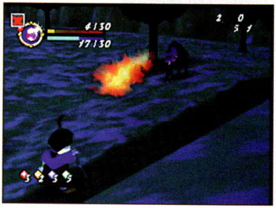
Combat in Quest 64 will be based on four types of magical crystals, with nary a sword in sight. In the version we played, combat was real-time rather than turn-based, but characters needed a few seconds between attacks to recharge, so there was still a "my turn, your turn" feel to it.

During combat, the camera swooped dramatically around the battlefield. Each spell had its own animated sequence, which was played out from a different angle each time it was cast. The animations changed slightly as our spells increased in power, but we hope there will be more variety in the final versions, just to keep things from becoming repetitive. The overall effect, however, was much more dynamic and exciting than what we've seen in past RPGs.

One side-effect of 3-D movement and combat was the problem of getting turned around during a fight. Enemies could attack from any direction, and our character would turn to face them automatically. After a fight was over, we often could not tell which direction we'd come from, and we spent a lot of time backtracking. We eventually suggested to the development team that a compass be added to the main screen.







MYTH-ING LINKS

Game mechanics are only half the story, so we turned to Mike Haller for news on Quest 64's plot. "The overall story and character motivations from the Japanese version may not translate well for the North American audience," he said, "so we plan on hiring a Hollywood screenwriter to come up with something exciting that will appeal here."

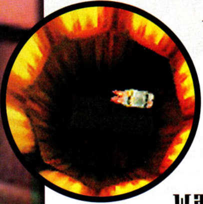
According to Haller, much of what we've reported on the game's story will be changed, not the least of which will be character names. "In the Japanese version, you have names from different cultures and elements from different mythologies," Haller observed. "I think we'll be going with a Celtic theme, keeping it in one mythology."

Haller also revealed that there will be multiple characters and paths, and possibly multiple endings. "Your character's friends will have a big effect on steering you through the game and determining which path you follow, but we're still wondering how to work them into it, mechanically and dramatically." Does this mean that Quest 64 might not use the traditional "party" system that most RPGs employ? Haller would say only that he was committed to "making the characters logical, active and important to you."

FUTURE QUEST

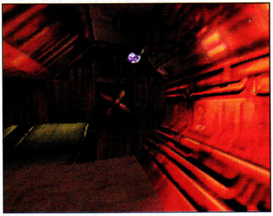
With so many details to work out, Haller said that Quest 64 will likely be pushed back to the second quarter, possibly to an April or a May release. He also revealed that Quest 64 would be merely the first of several RPGs that will bear the THQ label. We can only hope that the good Mr. Haller is a man of his word.

FORSAKEN™



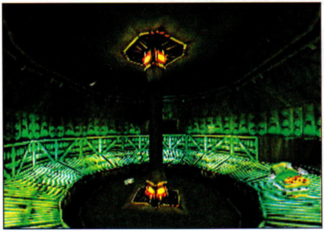
You are a ruthless rogue riding a turbo-charged, anti-grav cycle through the ruins of earth. Find out if you've got what it takes to be a high-tech road warrior in the world of Acclaim's Forsaken.

The Earth Is Yours For The Taking



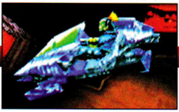
Ten years ago a massive scientific experiment on earth went wrong, wiping out the atmosphere and destroying almost all life on the planet. Now the entire solar system has been condemned by a galactic tribunal. Anything and everything that can be salvaged from the planet is up for grabs. This universal proclamation is an open invitation for looters, free-loading scum and other slimy opportunists.

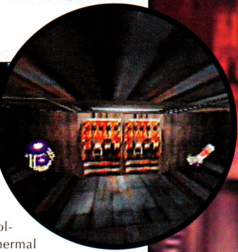
Acclaim's Forsaken is still in the early development stages, but we had the opportunity to explore some of the levels in the game's multiplayer mode. The game's premise is fun–sort of a futuristic adaptation of the Road Warrior movie series. As a player in Forsaken, you assume the role of a ruthless rogue on a high flying, armed anti-gravity bike called a pioncycle. The game action unfolds from a first-person perspective, similar to Descent.



In the game's multiplayer mode, you and up to three friends can chase, race, twist and turn through dizzying 3-D environments, collecting weapons and other loot to enhance the performance of your cycles. After you've armed yourself with one of the 25 different weapons in game, you can hunt down your rivals and blast them into proton particles.

Forsaken will feature a one-player mode, but it's far too early to speculate on specific details in this feature. A basic story line is planned for thirteen to fifteen characters featured in the game. Depending on the character you select, you may be out to make your fortune or magnify your infamous reputation. As you rip through the dusty, radioactive ruins on your anti-gravity pioncycle, gene mutants and other rivals will be waiting to take a bloody cut out of your share of the profit. While Forsaken sounds like a lot of fancy flying and sharp shooting, strategy plays a big role in this game. The players know their pioncycle's

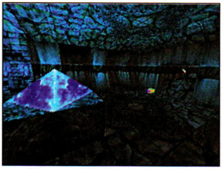


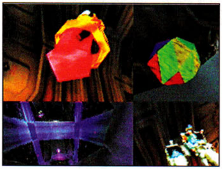


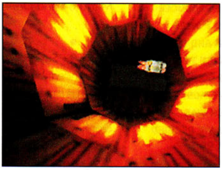
strengths and weaknesses will be the warriors that live to fly and fight another day.

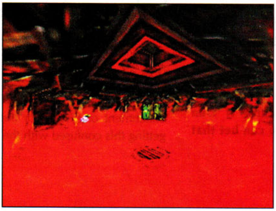
Get Your Motor Running

When completed, Forsaken may feature as many as fifteen different futuristic craft, all ranked according to Shot Power, Shield Strength, Acceleration and Weight. As we played the multi-player game, we found that each of our game strategies depended on the strengths and weaknesses of the pioncycle we selected. Players riding bikes with strong Shot Power but weak Shield Strength ended up lurking in the shadows and taking out the enemies from a distance while players flying cycles with colossal Weight a massive Shield Strength engaged other players in brutal, close quarter combat. Still, while the variety of bike characteristics enhanced the game's replay value, it was the futuristic arenas and the multitude of weapon power-ups kept us begging for more.









Head Out On The Highway

Since the earth no longer has an atmosphere in the Forsaken world, players will have to search for loot underground. Some of the early stages in the game include an abandoned Nuclear Research Center, a top secret Military Research Base, a crumbling, Ancient Temple, a volatile volcanic Thermal Power Station, and an intact and overgrown Biosphere. We found that we couldn't just ride in and grab the loot—we had to dodge spike traps, navigate through whirling turbine fans, swerve around falling ceilings and rolling boulders to reach secret areas.

Looking For Adventure?

Forsaken will feature over 25 types of conventional and high tech weaponry, ranging from guns to missiles to smart mines. These weapons are spread throughout the levels, although the most powerful devices are usually the hardest to find. We found that big guns didn't imply better firepower, since large weapons rocked our bikes with a shuddering recoil, often affecting our pioncycle's steering and speed.

The game's real-time lighting effect is one of its coolest features. We noticed that the flash from an explosion casts momentary shadows on the walls around our bikes, giving us the chance to spot the shadow of an enemy pioncycle or smart mines lurking around the corner.

Count on more information and game strategies in Nintendo Power as Forsaken is prepared for release this spring or summer.

THOUSANDS OF FANS SEND HIM E-MAIL EVERY WEEK, HOPING THEIR QUESTIONS WILL BE CHOSEN FOR HIS ON-LINE COLUMN. COME WITH US AS WE LOOK AT THE MIND AND MANNERS OF DAN OWSEN, AND SEE FOR YOURSELF WHY SO MANY PEOPLE WANT TO

Ask Dan

THE MAN, THE MISSION

DAN "THE MAN" OWSEN HAS WORKED AT NINTENDO FOR OVER EIGHT YEARS IN PUBLICATIONS AND PRODUCT DEVELOPMENT. NOW HE'S BACK IN PUBLICATIONS AS INTERNET SITE PRODUCER AND WRITER FOR OUR OFFICIAL WEB SITE, NINTENDO POWER SOURCE (WWW.NINTENDO.COM). DAN'S EXPERIENCE AND UNIQUE INSIDER'S PERSPECTIVE MADE HIM THE PERFECT CHOICE TO WRITE A WEEKLY Q&A COLUMN FOR OUR SITE, WHICH HE'S DONE FOR JUST ABOUT A YEAR. "ASK DAN" IS NOW ONE OF THE MOST POPULAR FEATURES AT NINTENDO POWER SOURCE (WHICH WAS REDESIGNED IN LATE NOVEMBER, BY THE WAY), AND WE DECIDED TO TAKE A LOOK AT SOME ASK DAN HIGHLIGHTS OF 1997.

FUTURE GAMES

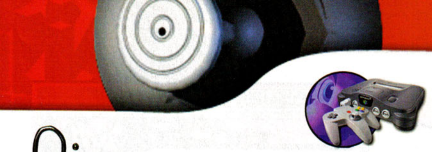
A lot of the questions that Dan receives are, not surprisingly, about upcoming games and hardware. If Dan doesn't have an answer at his fingertips, you can bet that he'll try his best to root out the truth.

Q: Will there be sequels for Super Mario RPG, Super Mario 64 and Donkey Kong Country for Nintendo 64?—FA

A: Super Mario RPG 2 and Super Mario 64 2 have been announced, but there are no release dates yet. Mr. Miyamoto has said that many things that didn't make it into the first game (such as being able to ride Yoshi) would be in the sequel. "Ultra Donkey Kong" has appeared on future game lists in Japanese magazines, but it has not been officially announced.

Q: Somebody is spreading rumors that the Nintendo 64 platform is being dumped for DVD. Is this rumor or fact? —Bayne

A: This is a rumor. There are no plans for any DVD attachment or system for the Nintendo 64. They're probably getting this confused with the Nintendo 64 Disk Drive.



Q: I heard that Eidos Interactive wants to develop Tomb Raider for the N64, but that Nintendo has to ask them to do it. Does Nintendo not want Tomb Raider on the N64?
—Gamemastr5

A: I heard that too, and that didn't quite make sense to me. Nintendo won't ask a company to develop a game unless we want to publish it under the Nintendo label. We have our own characters, so if Nintendo wanted to do a game like that, why not make it with Samus? I don't think there would be any resistance to TR on the N64, but we prefer unique games or unique versions of games. If Eidos created an all-new, N64-exclusive version of TR, that would be way cool! (Editor's note: we later discovered that there had been discussions between Nintendo and Eidos concerning a possible Tomb Raider 2 game for the N64, but Eidos subsequently signed an exclusive agreement with Sony for this title.)

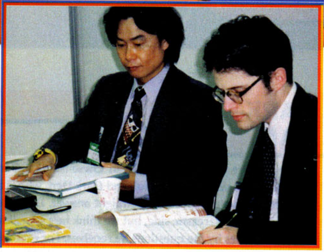
Q: CAN YOU TELL ME HOW TO GET "NINJA MARIO" IN SUPER MARIO 64?

A: I'D TELL YOU, BUT THEN I'D HAVE TO KILL YOU

MR. INSIDER

As some of you may know, Dan once spent several months in Japan working closely with Shigeru Miyamoto's development team to write English screen text for The Legend of Zelda: A Link to the Past and The Legend of Zelda: Link's Awakening. He also lent his vocal talents to Super Metroid and the original Star Fox. With numerous connections within Nintendo and the rest of the gaming industry, Dan has a lot of reliable sources he can turn to for answers.

Q: Are those pictures of EarthBound 64 (that appeared in Nintendo Power and on Nintendo Power Source) real-time photos of game play? Or are they just fancy shots you put together to make the game look cool?—Jake



A: For this question, I'll turn to Mr. Benimaru Itoh, the self-described "Crazy Art Director" for E64: "Yes, the pictures are from actual work in progress. E64 uses real-time 3-D rendering, but we will also use pre-rendered pictures for objects in the far distance. Fortunately, E64 is not an action game, so we can use the N64's CPU performance for high quality pictures rather than game speed. Also, the Nintendo 64's anti-alias effects are great! That's why our picture quality is much better than before. Hurray for the N64!!"

Q: What is this I have been hearing about Link getting older in Zelda 64? —Shrubey

A: I heard this too, but Mr. Miyamoto doesn't want to reveal much about it right now. Perhaps time will pass in the game, or different chapters of the game will take place in different time periods. Mr. Itoh said they were thinking about doing this in EarthBound 64, too.

Q: Hey Dan, I am eagerly awaiting Zelda 64, and I heard somewhere that it would have a lot of voices in it. PLEEEEASE do NOT give Link a voice! I hate it when video game characters, after years of successful silence, are given crappy voices.—Mike

A: Mike brings up an interesting point. So far, I haven't heard anything about it, but if I had to guess, I'd say there probably won't be a lot of voices in Zelda 64. I think Mr. Miyamoto would rather use the memory on other things. I know that Mr. M. likes to leave things to the player's imagination. That is why he doesn't call Mario a plumber and why there isn't really a detailed story behind any of the Mario games. He feels players should be free to have their own image and world for Mario. I heard it took them a long time to give Mario a voice in Super Mario 64.

DARK DAN

At times there seem to be two Dan Owsens: Nice Dan, who goes out of his way to be helpful, and Dark Dan, who is as likely to ridicule you as give you a straight answer. Dan makes no apologies for his sarcastic side, but we think he's sometimes driven to extremes by the questions he receives. For example, he's gotten countless questions on whether Luigi and "Ninja Mario" are in Super Mario 64. Despite repeated denials, he still hears this rumor every week. He's gone from such playful replies as, "A ninja never reveals his secrets," and "I'd tell you, but then I'd have to kill you," to flaming anyone who even mentions the subject. Here are a few more examples of Dark Dan at work.

Q: IS RARE MAKING A SPICE GIRLS GAME?

A: YOU ARE SO FIRED!

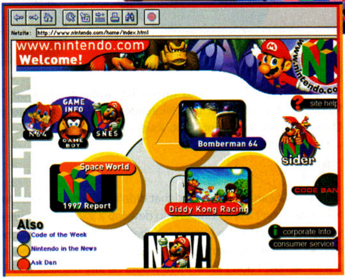
Q: Is there a code on MK Trilogy that makes Mario a playable character? If so, what is it?—Brett

A: Here's the code: U, R, L, A, M, E. For the M and the E, go grab some of your alphabet blocks (I know you have some) and play with them for a while. Soon Mortal Mario will come and perform a babality on you!

Q: Hi, Dan. This is an odd question and is probably just a rumor, but is Rare making a Spice Girls game? It just seems a likely possibility because Rare is a British company and the Spice Girls are from there.—StephenF

A: You are so fired! I think it would be cool if they made a Spice Girls versus Samurai Pizza Cats game (you all know how I feel about the Samurai Pizza Cats)! Actually, I did hear that the Spice Girls will star in a Playstation game. Now if that isn't yet another reason why the N64 is a better system, I don't know what is.

Q: What ever happened to Captain N: The Game Master?
—Crowell

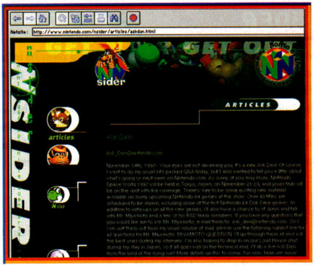

Netsite: http://www.nintendo.com/home/index.html
www.nintendo.com
Welcome!
www.nintendo.com
site help
GAME INFO
N64
GAME BOY
SNES
Bomberman 64
Space World
1997 Report
Diddy Kong Racing
Also
Code of the Week
Nintendo in the News
Ask Dan
corporate info
consumer service

Check out our redesigned web site at www.nintendo.com—new look, but all the same gaming goodness you've come to expect!

A: Long-time fans will remember Captain N as a character Nintendo used on an early, automated phone line for tips. Well, he drove off into the sunset in his white Trans-Am, wearing his belt buckle with the holographic eyeball and a back seat full of Cheetos. In other words, he's gone, hopefully for good.

Q: I was wondering if Nintendo could make a sequel to DKC 3 for Nintendo 64. Will it be possible to kill off Cranky Kong, because I hate Cranky Kong!
—Cyra

A: I can't say for sure if a 64-bit version of Donkey Kong is in the works, but kill Cranky Kong? No way–Cranky rules!!! In case you couldn't tell, he's the role model for "Ask Dan..."


Netsite: http://www.nintendo.com/nsider/articles/askdan.html
sider
ARTICLES
articles
NSIDER

Be sure to stop ny Nintendo Power Source every week to see whether Nice Dan or Dark Dan is on duty.

Ask Dan

THE GOOD, THE BAD, AND THE WEIRD

We admit, it could be that Dan is just a cranky guy. Then again, what would you do if you received gems like these in your e-mail box?

Q: Mr. Miyamoto has said that one of the disadvantages video games have compared to other mediums is that the size and shape of the screen is a fixed, whereas comics have panels of every shape and size imaginable. Might Nintendo develop a game in which the player turns the TV on its side to change the proportions of the viewing area? How about a Game Boy game in which the player must hold it upside down?
—Dr. Cossack

A: Dr. Cossack, you must be one of those frustrated, mad professors. How many people do you know who would turn their televisions on their sides? My wife would kill me if I tried to do that. And playing a Game Boy game upside-down? No, Mr. Bond, I expect all the blood would run to your head and cause you to get really dizzy!

Q: I know that in Star Fox 64 there's a code to have invincibility, stage save feature...plus you can play the whole game on foot the entire way, and fly Great Fox. Plus in Pilotwings you can fight World War 3, play as Meca Hawk and have a submarine. It's all there! It's all true! But Mr. Miyamoto doesn't approve the codes so they're not released and people can get in big trouble if they give them out. This is a conspiracy, Nintendo has a conspiracy! I am telling the truth, I want to be heard! There's over 1,500 codes on the N64 that were not approved by Miyamoto, or NOA. This is a HUGE conspiracy, the N-FILES!! THIS IS TRUE AND YOU PROBABLY KNOW IT IS!!!

P.S. I got this information from a very good friend of mine who works for Nintendo. I couldn't believe it.
—EricB

A: Sounds like somebody's been eating too much sugar-coated cereal... Nintendo Power Source categorically denies that any of the above codes, cheats and fantasies exist in any Nintendo games. Eric, you won't hear the black helicopters coming for you, because they're in whisper mode...

Q: THIS IS A HUGE CONSPIRACY!

A: SOUNDS LIKE SOMEBODY'S BEEN EATING TOO MUCH SUGAR-COATED CEREAL...

ASK HIM YOURSELF

WHY ASK ME? BECAUSE I'M THE ANSWER MAN! EVERY WEEK, I'LL DIG INTO MY E-MAIL BAG AND PULL OUT A FEW OF THE MOST INTERESTING AND THOUGHTFUL QUESTIONS TO ANSWER. I'LL ACCEPT ONE QUESTION PER E-MAIL, UNLESS THERE'S A VERY GOOD REASON FOR A FEW RELATED QUESTIONS, BUT KEEP THEM SHORT. YOU CAN ASK ANYTHING YOU WANT, BUT I RESERVE THE RIGHT TO IGNORE OR RIDICULE PEOPLE WHO SEND IN STUPID QUESTIONS. IF YOU DON'T WANT YOUR E-MAIL ADDRESS INCLUDED IF I USE YOUR QUESTION, PLEASE TELL ME.

SEND YOUR QUESTIONS TO:
ASK_DAN@NINTENDO.COM.

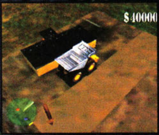
TOP 64 TIPS

The Top 64 for the N64

Welcome to the second annual Top 64 Tips for the N64! Not only have we rounded up the best tips and tricks of the past year, we've also roped a whole herd of brand-new codes as a bonus to you, our loyal subscribers. Just look for the "Bonus" logo to spot these never-before-seen blockbusters. This exclusive feature is just our way of thanking you, and we'll continue to bring you the inside scoop on the N64 throughout the New Year!

1 Blast Corps

Instant Demolition



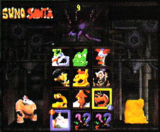
If you're told to "try something else," this trick won't work on that building.

We'll begin with this little gem for Blast Corps. Park your vehicle right next to a building or between two buildings so that the driver will not be able to get out. Press and hold the Z Button. You'll hear the driver scream, "Doh!" as he tries to open his door. If you're lucky, the building on the driver's side of the vehicle will come tumbling down after a few seconds. This trick seems to work best with the Backlash dump truck.

2 Clayfighter 63 ⅓

Sumo Santa & Dr. Kiln

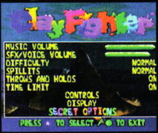
It should come as no surprise that you can find hidden characters in Clayfighter 63⅓, and these guys are as funny as they are deadly. You must enter both codes on the Character Select screen. To activate the surprisingly agile Sumo Santa, hold the L Button and press A, bottom C, right C, top C, left C and B. To make the insidious Dr. Kiln appear, hold the L Button and press B, left C, top C, right C, bottom C and A.



He knows if you've been bad or good! Does this mean we won't get any presents?

3 Clayfighter 63 ⅓

Hidden Options



MUSIC VOLUME
SFX/VOICE VOLUME
DIFFICULTY NORMAL
SPILLITS NORMAL
THROWS AND HOLDS ON
TIME LIMIT ON
CONTROLS
DISPLAY
SECRET OPTIONS
PRESS A TO SELECT / B TO EXIT

Go to the Options screen to select the Secret Options option. (Say that three times fast!)

We love this hidden menu because you can use it to change the fighters' body sizes, change the tones of their voices, set the Claytality timer, and more. On the Character Select screen, hold the L Button and press top C, right C, left C, bottom C, B and A. Try the Massive Bodies and the High Voices or the Itty Bitty Bodies with the Low Voices. You'll probably be laughing too hard to fight!

4 Clayfighter 63 ⅓

Taunts

Simultaneously press L, R and A or B at any time during a bout to taunt your opponent mercilessly. Each fighter has a unique taunt, and some may have more than one. Keep in mind, though, that taunting will leave you wide open to an attack.

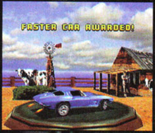
Oh, yeah? You and what army! Yeah, I'm talking to you, lumpy!

5 Cruis'n USA

Fast Cars Faster

Both drivers should select different save files and different cars.

Normally when two players run the cross-country race, only the winner of the circuit will receive a car upgrade, but with this trick, both drivers will be rewarded! Be sure that both drivers choose different save files and different cars. Now start across the country. After the Washington D.C. race begins, pause your game and exit. Press the Reset Button on the Control Deck. Using Controller I, start a one-player game. Select Player One's save file and finish the D.C. race for an upgrade. Now reset the N64 again. Using Controller I, finish Player Two's race for another upgrade.



Be sure to use the Reset Button for this trick. Do not turn off the power at any time.

6 Doom 64

Manic Menu

To enable the special Features menu, enter? TJLBDFWBFGVJVVB as your password. You'll start on Level 1, but you can then use any password or load a game from a Controller Pak.

HEALTH
ARMOR

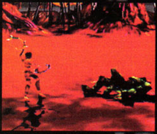
7 Dark Rift

Cinema Triumphant

DARK RIFT
PRESS START

You must enter a code before the Title screen fades away.

To spare you the pain and agony of beating the game with each fighter, here are codes you can enter on the Title screen to see each character's game-ending cinema scene. There are ten codes in all, but each one begins with the same control sequence. Using the Control Pad, press Up, left C, R Button, Right and Down. Now immediately press either the L Button or the R Button twice and then press A, B or any one of the C Buttons. If the Title screen fades before you complete a code, turn the N64 off and on before you try again.



You'll see each victory scene without all the muss and fuss of combat.

8 Extreme-G

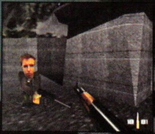
Rolling Stone

We've been finding all sorts of trick names for Extreme-G, but this one is the most fun. Begin a game and go to the Options screen to change your name to "roller." You and all your opponents will become boulders!

It may look kind of chunky, but your rock can haul!

9 GoldenEye 007

DK Mode

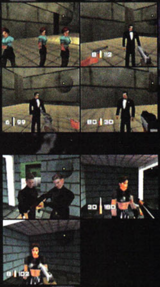


Talk about having a tempting target!

To enable the DK Mode cheat, complete the Runway stage within five minutes on Agent level. Activate the DK Mode cheat to give everyone huge heads and floor-length arms, just like a certain popular Nintendo game character.

10 GoldenEye 007

License to Clone



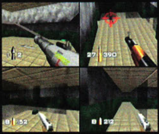
To play a multiplayer game with three of the same character, first set the match to four players. Now select characters, with Player Four taking the person to be copied. Go back to the Options screen and set the match to three players. Now have Player Three select the same person as Player Four. Go back to the Options screen and set the number of players to two. Now have Player Two select the same character as Players Three and Four. Set the number of players to four and press Start.

This trick can also be used with three players. Try a Team game with two clones against a lone agent!

11 GoldenEye 007

No Radar

For another great multiplayer cheat, complete the Frigate stage in four-and-a-half minutes on the Secret Agent level. Once the No Radar cheat is activated, all radar screens in Live and Let Die mode will be disabled.



This cheat will really stir the pot. Come out, come out, wherever you are.

12 GoldenEye 007

Fast and Slow

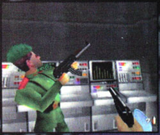
You can turn up or tone down the difficulty on any level with these cheats.

To enable the Fast Animation cheat (all enemies move very quickly), complete the the Silo in three minutes on the Agent difficulty level. To enable Slow Animation (all enemies move very slowly), complete the Depot in one minute and forty seconds on the Secret Agent difficulty level.

13 GoldenEye 007

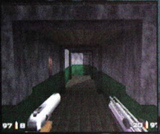
Invisible

To enable the Invisibility cheat, complete the Archives within one minute and twenty seconds on 00 Agent. Your enemies may sense your presence, but they won't fire at what they can't see.

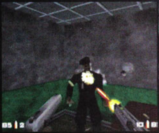


14 GoldenEye 007

Mix and Match



Collect two DD44s and two Klobbs in the Military Archives.



Try this trick in tandem with the All Guns code. Some of the combos are devastating!

This trick allows you to carry one type of gun in one hand and a different type of gun in the other. Collect two pairs of guns, making sure that they are next to each other on your weapon list. On the play screen, set your weapons to the second pair. Now cycle backward through your weapons twice (hold the A Button, and before your weapons cycle forward, press Z twice), and then cycle forward once (release A and press A once). As the guns switch, press Z repeatedly. If a gun fires during the switch, the switching process will stop, and you'll be holding a mixed pair of guns!

15 GoldenEye 007

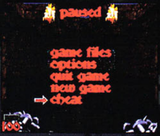
Guns and Ammo

To enable the All Guns cheat, complete the Egyptian Temple in six minutes on the 00 Agent difficulty level. Guns won't be useful without ammo, so complete the Control Center in ten minutes on the Secret Agent difficulty level to enable the Infinite Ammo cheat.

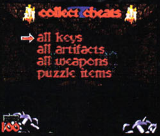
This cheat will give you access to special weapons like the RC-P90 and the Tank Gun. Yippee-ki-Yay!

16 Hexen

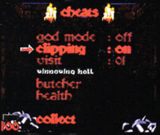
Phantom Follies


paused
game files
options
quit game
new game
cheat
100

You must enter the Enable Cheat Menu code while the game is paused.


collect cheats
all keys
all artifacts
all weapons
puzzle items
100

To access the second page of the Cheat menu, highlight Collect and press A.


cheats
butcher
health
collect
100

god mode : off
clipping : on
visit : 01
winnowing hall

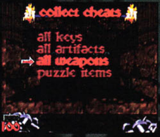
Clipping will allow you to walk through walls, but you won't be able to pick up anything.

Hexen has a number of terrific codes, but to activate them, you must first enable the Cheat menu. Pause your game and then press top C, bottom C, left C and right C to make the menu appear. Now highlight the Cheat option and press A to open the menu. A list of several cheats will appear on the screen. To activate the Clipping cheat, press top C twenty times and then press bottom C once. If you enter the code correctly, the word "Clipping" will light up. This cheat will allow you to walk through walls like a ghost. While Clipping is on, however, you won't be able to pick up items. To see the second page of the Cheat menu, highlight the word "Collect" and press A. To activate any other Hexen codes, you must first access the Cheat menu and go to the page on which it is listed. To turn off a cheat, access the menu and repeat the appropriate code.

17 Hexen

Weapons & Mana

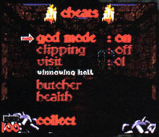
To arm yourself to the teeth, first access the Cheat menu and go to the second page of cheats. Now press right C, top C, bottom C and bottom C to activate the All Weapons cheat. This cheat will also give you a full supply of mystical blue and green Mana.


collect cheats
all keys
all artifacts
all weapons
puzzle items
100

This code works with any character. Try different weapons to see which fighter is right for you.

18 Hexen

God Mode


cheats
butcher
health
collect
100

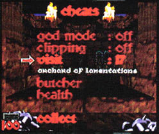
god mode : on
clipping : off
visit : 01
winnowing hall

This ultimate cheat is indispensable on the higher levels of the game. Access the Cheat menu and press left C, right C and bottom C to become invincible.

19 Hexen

Visit

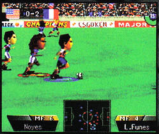
For adventurers on a tight schedule, we recommend the Visit cheat, which is really a stage select option. Press left C, left C, right C, right C, bottom C and top C on the Cheat menu.


cheats
butcher
health
collect
100

god mode : off
clipping : off
visit : 17
orchard of lamentations

20 ISS Soccer 64

Big Heads

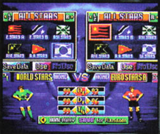

0-2
CHAMPIONS
MAJOR
Noyes
L.Funes

To give all the players huge heads, go to the Title screen and press top C, top C, bottom C, bottom C, left C, right C, left C, right C, B and A. Now hold Z and press Start. What the heck have these guys been eating?

21 ISS Soccer 64

Hidden All-Stars

Using the Control Pad and the L and R Buttons, go to the title screen and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B and A. Hold Z and press Start. This will enable six powerful All-Star teams in the Open Game and P.K. modes.

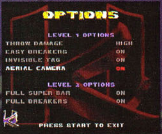

ALL STARS
ALL STARS
Save Data
Use
No Use
WORLD STARS
HOME
VS
EURO STARS A

If the code is entered correctly, the announcer will shout, "What an incredible comeback!"

22 KI Gold

Options

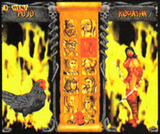
To enable all of the special options without completing the training levels, press Z, B, A, the L Button, A and Z. After you hear a voice say, "Perfect," press Start.



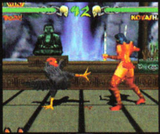
```
OPTIONS

LEVEL 1 OPTIONS
THROW DAMAGE          HIGH
EASY BREAKERS         ON
INVISIBLE TAG         ON
AERIAL CAMERA         ON

LEVEL 2 OPTIONS
FULL SUPER BAR        ON
FULL BREAKERS         ON

PRESS START TO EXIT
```

23 Mace: The Dark Age

Pojo the Chicken



Hold Start until the match starts, or Pojo will revert to Taria.



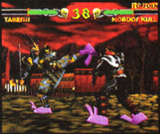
You can use Pojo in one- and two-player matches, but not in Practice mode.

Pojo is one of the best (and funniest) hidden characters we've seen in a while. To access him, first play a one- or two-player match as Taria. She must win the match and perform her Execution (stand two steps from your opponent, hold Strong Thrust for three seconds and release), which will turn your foe into a chicken. When you return to the Character Select screen, highlight Taria and hold Start. Taria will change into Pojo the Chicken. While still holding the Start button, press the A Button to begin a match. Hold Start until the match begins or you'll revert to Taria.

24 Mace: The Dark Age BONUS

Fuzzy Slippers

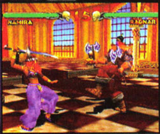
To add fuzzy bunny slippers to all of your warriors' wardrobes, go to the Character Select screen and highlight Ragnar, press Start, highlight Dregan, press Start, highlight Koyasha and press Start. Now choose your characters as normal.



Fuzzy footwear for everyone! But do they keep going, and going, and going?

25 Mace: The Dark Age BONUS

Head Swap



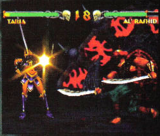
What in the—? Something is definitely not right here!

To perform a head swap operation on your fighters, go to the Character Select screen and highlight Al Rashid, press Start, highlight Takeshi, press Start, highlight Kull, press Start, highlight Xiao, press Start, highlight Namira and press Start. Now select your characters as normal. This code doesn't work in Practice mode.

26 Mace: The Dark Age BONUS

Machu Picchu

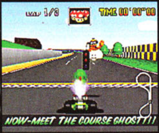
The ancient Incan city of Machu Picchu serves as the backdrop in this hidden arena. On the Character Select screen, highlight Namira, press Start, highlight Koyasha, press Start, highlight Taria and press Start. When you select your characters and start the match, you'll be transported automatically.



Grendal calls Machu Picchu home. What secrets might lie among these ruins?

27 Mario Kart 64

Racing Ghosts



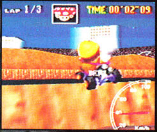
If you achieve certain times, the namesakes of these tracks will challenge you.

To challenge the speedy spectres of Mario Kart 64, complete Time Trial runs on Mario Raceway (1:30), Luigi Raceway (1:52), and Royal Raceway (2:40). If you meet or beat the times indicated, a special Course Ghost will challenge you on your next run. Once a ghost appears, it will be saved to the game's memory automatically. You do not need a Controller Pak for this trick to work. The ghosts are tough to beat, but you can watch them for racing pointers.

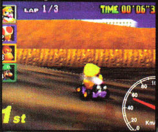
28 Mario Kart 64

Wario Stadium Shortcut

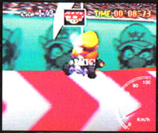
Everyone talks about the Mario Raceway shortcut, but we think this shortcut is even more spectacular, just for the fact that you can shave your laps to only a few seconds each. It's possible to jump over the left-hand wall at the top of any of the four hills just past the Starting line. Climb up to the top of one of the hills and face the wall head-on. Accelerate toward the wall and jump just before you hit it. You'll bounce off the wall and then skip up and over it. Though you should be going pretty fast, you don't have to be at top speed to make it over. If you make the jump, you can then jump back over the same wall. Make a wide turn to the left and aim for a spot just before (to the right of) the Starting line. This second jump is a bit harder, since you won't have a hill to give you a boost. When you land, turn left and cross the line to be credited with a full (but very quick) lap!



Head toward the wall at a right angle and jump just before you hit it.



When you land, make a wide turn to the left and head back toward the wall.

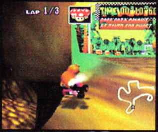


When you make the second jump, aim just to the right of the start/finish line.

30 Mario Kart 64

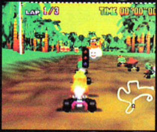
Black Hole

We were surprised that someone was able to find this trick in the first place! On your first or second lap through D.K.'s Jungle Parkway, turn around at the starting line and head into the cave. Once inside, turn around and head toward the wall just to the left of the exit. Aim just a bit to the left of the corner that's sticking out from the wall (where the green and brown areas meet). Jump just before you hit the wall. If you aim just right, you'll fall into a dark space. Lakitu will float by to pick you up and bring you back to the track. If he takes you back to the track at a point outside the cave, the trick didn't work. If he takes you back to the cave, head through the Finish line to advance to the next lap. The key to this trick is landing in the correct spot in the dark area. Unfortunately, since it's dark, there's no way to judge your position. If the trick doesn't work, try it again and push Left or Right as you fall and see what happens.



Aim just to the left of the corner near the exit of the cave.

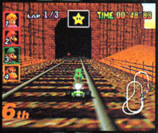
If you hit the wall in the right spot, you'll fall into a dark area.



You can use this trick in the Grand Prix and Vs. modes of the game.

29 Mario Kart 64

Kalamari Cut

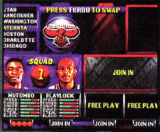


Keep an eye out for the train as you approach the tunnel.

If you have a Super Star on your first or second lap around the desert, turn left at the second train crossing. Activate the star just before you enter the tunnel. You'll advance to the next lap in the middle of the tunnel. At the exit, turn left to get back on to the track. This trick works in the Grand Prix and Vs. modes.

31 NBA Hang Time

Random Team



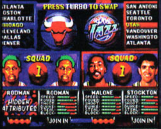
If you're truly a terror on the court, you'll be able to win with almost any team.

Lots of fighting games have random fighter codes, so why not a sports game with a random team code? On the Team Select screen, hold Up and press Turbo to let the computer choose a team for you. Now you'll be able to prove that it's really your skill (and not a favorite team) that's the key to your incredible success.

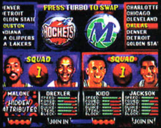
32 NBA Hang Time

Hidden Pros

Using NBA Hang Time's PIN system, you can access hidden pro players that are not on the regular team rosters, as well as duplicates of players that are. Just enter a player's name and enter 0000 as his PIN number at the start of a game. If you'd like a complete list of the available players, check out Classified Information in Volume 97. In the meantime, here are a few names to get you started: Malone, Rodman, Ghill, Ewing, Motumb, Pippen, Mourng, Stackh, Kidd, Mursan, Ahrdwy, Elliott, Smits, Hgrant and Dream. Who's this "Dream" player? You'll find out!


PRESS TURBO TO SWAP
SQUAD 1
SQUAD 1
RODMAN
RODMAN
MALONE
STOCKTON
HIDDEN ATTRIBUTES
JOIN IN
JOIN IN

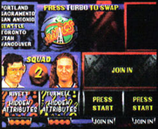
Whaddya mean, ya got two Dennis Rodmans? Get outta here!


PRESS TURBO TO SWAP
SQUAD 1
SQUAD 1
MALONE
DREXLER
KIDD
JACKSON
HIDDEN ATTRIBUTES
JOIN IN
JOIN IN

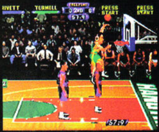
You can pair a player with his clone or sign him to another team as a free agent.

33 NBA Hang Time

Hidden Programmers


PRESS TURBO TO SWAP
SQUAD 2
JOIN IN
RIVETT
TURMELL
HIDDEN ATTRIBUTES
PRESS START
PRESS START
JOIN IN
JOIN IN

Somehow, these guys don't look like professional basketball players.


RIVETT
TURMELL
PRESS START
PRESS START

Who are these bums? Say, they're not so bad, after all!

We don't know if anyone on the Hang Time programming team ever came close to playing pro ball, but their video counterparts, at least, can slam and jam with the best of the NBA. To access various Midway staffers, enter their names and their corresponding PIN numbers at the start of a game. Once again, the complete list is in Volume 97, but here are a few names and numbers: Minife-6000, Munday-5432, Divita-0201, Marius-1005, Turmel-0322, Jfer-0503, Mednik-6000, Nfunk-0101, Sno-0103, Patf-2000, Root-6000, Jonhey-6000, Carlos-1010, Danicl-0604, Mortal-0004 and Kombat-0004.

34 NFL QB Club '98 BONUS

Star QBs

NFL Quarterback Club '98 sets a brilliant new standard for 64-bit sports games, and its codes aren't too shabby, either. To make every quarterback a superstar, select the Enter Cheat menu and enter BRDWYNMTH as your cheat. What does the code stand for? It honors one of the all-time gridiron greats: "Broadway Joe Namath!"

This cheat will ensure that all of your QBs are Hall of Fame material.

35 NFL QB Club '98 BONUS

Pee Wee Ball

Just keep that up, you guys, and there will be no ice cream for you after the game!

If the rigors of pro football are a little too taxing for you, maybe you should try the pee wee version of the game instead. Type in SMLMDGT on the Enter Cheat screen to shrink all the players down to a less threatening size. If his voice is any clue, even the announcer will regress back to grade school.

36 NFL QB Club '98 BONUS

Beanpole Code

We don't know what the code is supposed to stand for, but its effects are pretty obvious. If you type in BBMNTBL on the Enter Cheat screen, your players will look like they're better suited to play basketball than football. They're performance, however, shouldn't be affected. Maybe they'll be able to see down the field better!

Have any of you guys thought about changing sports?

37 NFL QB Club '98 BONUS

Slip & Slide

All of a sudden, things will look more like a Three Stooges movie than a pro ball game!

We couldn't resist printing these codes together! To make your players fumble-prone, type in GTNHNDS ("got no hands") on the Enter Cheat screen. To make things even worse, you can make the field slippery by typing in SPRSLYD (slip or slide") on the Enter Cheat screen. Now sit back, punch a few buttons and watch the chaos!

38 Robotron 64 BONUS

Robots Galore

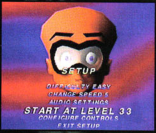
You'll now have a much better chance of rescuing Mom, Dad and Mikey from their metallic pursuers. Using the Control Pad, press Up, Up, Down, Down, Left, Right, Left, Right, left C, right C, left C and right C on the Setup menu. Start a game as normal. You'll begin with 50 robots.

700
x 4
WAVE 1

How many levels can you get through with 50 lives?

39 Robotron 64 BONUS

Stage Select



Only experienced robo-warriors need apply for this job.

If you just want to skip over the simple stages and head straight to the rough stuff, go to the Setup menu and press Down, Up, left C, Down, left C, right C, Down and right C. A stage select option will appear in the middle of the menu. Use the Control Pad to select a stage. Exit this screen and start your game as normal. You'll be able to start anywhere from Stage 1 to Stage 200.

40 SF Rush BONUS

Monster Tires

On the Car Select screen, press and hold right C and left C in that order. Release both. Now press and hold left C and right C in that order to make your rear tires bigger. For the front pair, press and hold left C and right C in that order. Release both. Now press and hold right C and left C in that order.

SELECT CAR
AUTOMATIC
BEGINNER
BACK
SELECT

You can repeat either code to change your tires again.

41 SF Rush BONUS

Cones to Mines

We knew driving in the city could be dangerous, but this is ridiculous!

To change all of the traffic cones to land mines, go to the Setup screen and press L, R, L, R, L and R. A small traffic cone icon will appear on the screen if you enter the code correctly. Repeat the code to cancel it out.

42 SF Rush BONUS

Flip Screen

If you're not prone to car sickness, maybe you can give this trick a try. On the Setup screen, press Up, Right, Down, Left, Down, Right, Up and Left on the Control Pad. If you enter the code correctly, a pair of small arrows will appear on the screen. If you start a race, the game screen will now be flipped upside down. Remember that your steering will also be reversed!

No, no! Not your left, my left! Oh, just forget it!

43 SF Rush BONUS

Tag Mode

Where, oh where, has my little hippie van gone? Oh where, oh where can he be?

This trick allows you to play a game of tag with your cars. Start a two-player practice game but hit abort (top C) during the countdown. The tag game will now begin, with the clock set at five minutes. Player 2 will be "it" first. Find and touch the other car to make it "it." If your timer is running, then you're "it."

44 Star Fox 64

Docking Bay 94

There are only two 1-Ups in Star Fox 64. To find the first, follow the default route through Corneria to Granga. Perform a loop through his legs without touching him to make an Arwing icon appear. To find the second 1-Up, join your wingmen in a diamond formation (with you in the bottom position) near the end of Sector Y.

This trick will replenish your shields and will even repair damaged wings.

45 Star Fox 64

Animated Antics

For the best scene at Katina, destroy the enemy mothership without shooting any friendlies.

One of the best things about Star Fox 64 is its exciting cinema scenes. Depending on who you meet during the game, the scenes at the conclusion may change slightly. The scenes at the end of the Katina mission may also change, depending on whether you destroy the enemy saucer, whether you destroy any friendly ships, and, if you do hit some friendlies, the number of them you shoot down.

46 Star Fox 64

Rare 1-Ups

There are only two 1-ups in Star Fox 64. To find the first, follow the default route through Corneria to Granga. Perform a loop through his legs without touching him to make an Arwing icon appear. To find the second 1-up, join your wingmen in a diamond formation (with you in the bottom position) near the end of Sector Y.

In Sector Y, if you have a single laser, a Laser Upgrade will appear. If you have twin or hyper lasers, a 1-up will appear.

47 Star Fox 64

Expert Mode

I see 'em up ahead!
Let's rock and roll!

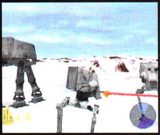
In Expert mode, Fox will wear cool aviator glasses, just like his father's.

To enable the Expert mode, you must earn a Medal in every stage. There are more enemies in Expert mode, and your shields will be weaker. If you earn a Medal in Venom 2, you'll enable the Landmaster tank in Vs. mode. To enable the Rocket Launcher, earn a Medal in Venom 2, Expert mode.

48 Star Wars: Shadows of the Empire

Drive an AT-ST

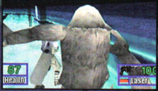
To drive an AT-ST in the Battle of Hoth, first enter your name as "-Wampa--Stompa" (the hyphens are spaces) and set your controls to Traditional. Play the Battle of Hoth until the AT-STs appear. Press Left on the Control Pad and right C simultaneously, and then press Up. Scroll through the game views until you see an over-the-shoulder view of an AT-ST.



Use the Control Pad to move the scout walker and to fire its lasers.

49 Star Wars: Shadows of the Empire

Become A Wampa



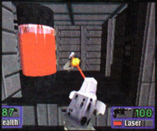
You can use this code in Echo Base on Medium difficulty only.

To become a Wampa, use the name "-Wampa--Stompa" and Traditional Controls. In Echo Base or Gall Spaceport, press Left on the Control Pad and right C simultaneously, and then press Up. Scroll through your game views to find the Wampa view.

50 Star Wars: Shadows of the Empire

Become A Trooper

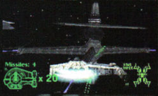
This code also requires the "-Wampa--Stompa" name and Traditional Controls. To become one of several types of trooper or an assassin droid at random, press Right on the Control Pad and right C simultaneously and then press Up. Now scroll through your game views.



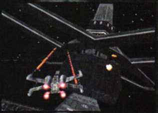
Use this code in Echo Base, Gall Spaceport, Imperial Freighter Suprosa, Sewers and Xizor's Palace.

51 Star Wars: Shadows of the Empire

TIE and X-Wing



You can use this trick on any difficulty level, and you don't have to fulfill any win conditions.



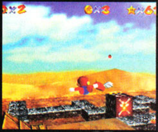
This is Red Five—I'm going in!

To access a hidden TIE fighter and X-Wing in the Skyhook Battle stage, first play through the battle until you reach the station itself. Pause the game. Press and hold Left on the Control Pad, left C, bottom C, right C, L, R and Z. While holding these buttons, press Up and Down on the Control Stick to scroll through the ships. The controls are the same for all the spacecraft, but the X-Wing and TIE fighters do not have a cockpit view, and the TIE fighter is not equipped with proton torpedoes.

52 Super Mario 64

Cap In Hand

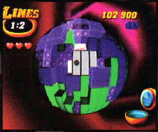
This trick gives Mario two caps. In Course 8, let yourself be attacked by the Big Bird. Don't pick up your cap. Warp back and forth from the pond to the Cannon a few times. Jump onto the two-story building near the entrance. Get the Wing Cap. Fly back to your original cap and pick it up. Triple jump to take off.



If this trick doesn't work, exit the stage and try again.

53 Tetrisphere

"Lines Game"



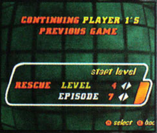
One great puzzle game certainly deserves another!

Like its namesake, Tetrisphere has been bringing many hours of puzzling enjoyment to players everywhere. To try an interesting variation of the Rescue game, first enter "LINES" on the New Name screen. Press OK to confirm. Now select the new "Lines" option. You'll be given instructions before the game begins.

54 Tetrisphere

Stage Select

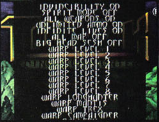
On the New Name screen, press bottom C, right C and the L Button simulaneously to make a new set of symbols appear. Enter "Planet, UFO, Rocket, Heart, Skull" as your name. Press OK to confirm. You'll now be able to use the Control Pad to select any stage in Rescue, Hide and Seek and Puzzle mode.



Let's just hope that you don't bite off more than you can chew!

55 Turok: Dinosaur Hunter

The Big Cheat


INVINCIBILITY ON
SPIRIT MODE OFF
ALL WEAPONS ON
UNLIMITED AMMO ON
INFINITE LIVES ON
ALL MAP OFF
BIG HEAD SESH OFF
WARP LEVEL 1
WARP LEVEL 2
WARP LEVEL 3
WARP LEVEL 4
WARP LEVEL 5
WARP LEVEL 6
WARP LEVEL 7
WARP LEVEL 8
WARP LONGHUNTER
WARP MANTIS
WARP TREX
WARP CAMPAIGNER

This cheat includes a stage select option.

It's time for the big payback, and those mercenaries had better watch out!

Turok: Dinosaur Hunter was one of the hottest games of 1997, and it's fitting that it also had some of the best codes of the year. To enable the Big Cheat, first enter NTHGTHDGDCRTDTRK as your password on the Enter Cheat screen. Now go to the Cheat Menu and highlight any of the options and press Start to turn it on. The Big Cheat combines several cool options, including Warp, Invincibility, All Weapons, Spirit Mode, Big Heads, All Map and more. If you're serious about finishing the game in record time, this is the code for you!

56 Turok: Dinosaur Hunter

Disco Dinos

To enable the Disco Mode, enter SNFFRR on the Enter Cheat screen. Once this cheat is activated, most of your enemies will dance in place. We've heard reports, however, of enemies that will act normally and attack.

We give it an "85" because it has a good Latin beat and you can dance to it!

57 Turok: Dinosaur Hunter

Gallery

TRICERATOPS

Once you're done in the Gallery, press Start to go back to the main menu.

To check out a cool gallery of figures from the game, first enter THBST as your password on the Enter Cheat screen. Once this cheat is activated, you can use the Control Stick and various buttons to rotate the enemy figures and zoom in and out.

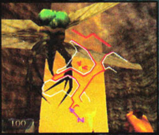
58 Turok: Dinosaur Hunter

Dana's Code

Type in DNCHN on the Enter Cheat screen. Dana's Code will make your enemies very small, but they'll be as tough as they ever were. "Oh, look at that cute little raptor! Come here, boyaaAAAARRGH!"

59 Turok: Dinosaur Hunter

Show Enemies



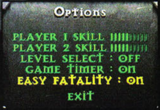
To paraphrase Teddy Roosevelt, "Walk softly and carry a big, freaking gun!"

This cheat will reveal enemy locations on your map. Type in NSTHMNDNT on the Enter Cheat screen. Once this cheat is activated, turn on the Map function by pressing L. Enemies will appear as red arrows. Don't be confused by the purple arrow at the bottom of the screen, which is actually the compass.

60 War Gods

Divine Cheats

This code activates a Cheat menu on the Options screen. Turn on your N64, and when the words, "Midway Presents War Gods" appear, press Right, Right, Right, B, B, A and A. Available cheats include a handicap option, a stage select, a timer option and an Easy Fatality mode. In Easy Fatality mode, all Fatalities for all characters are executed with the same control sequence, which is High Punch, Low Punch, High Kick and Low Kick.


Options
PLAYER 1 SKILL
PLAYER 2 SKILL
LEVEL SELECT : OFF
GAME TIMER : ON
EASY FATALITY : ON
EXIT

Use the Control Pad, not the Control Stick, to enter the code.

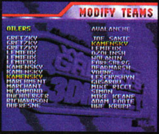
The Easy Fatality option can turn anyone into a pro fighter.

61 Wayne Gretzky's 3D Hockey

Customize Teams

MODIFY TEAMS
MIGHTY DUCKS
BRUINS

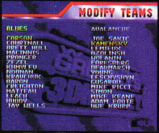
You can copy players only to your chosen teams, and not from or between them.



OILERS
GRETZKY
GRETZKY
GRETZKY
LEMIEUX
LEMIEUX
LEMIEUX
KAMENSKY
KAMENSKY
KAMENSKY
MARCHMENT
MARCHANT
MCAMMOND
BUCHBERGER
RICHARDSON
DUFRESNE

AVALANCHE
JOE SAKIC
KAMENSKY
LEMIEUX
OZOLINSH
WOLANIN
FORESBERG
DEADMARSH
YOUNG
LESCHYSHYN
GUSAROV
MIKE RICCI
SIMON
MIKE KEANE
ADAM FOOTE
UWE KRUPP

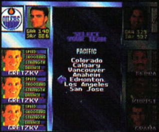
Custom teams can't be saved and will disappear when you turn off your game.



BLUES
CORSON
COURTNALL
BRETT HULL
MACINNIS
PRONGER
ZEZEL
KHMYLEV
NOONAN
KRAVCHUK
BARON
CREIGHTON
MATTEAU
LEACH
HUDDY
JAY WELLS

AVALANCHE
JOE SAKIC
KAMENSKY
LEMIEUX
OZOLINSH
WOLANIN
FORESBERG
DEADMARSH
YOUNG
LESCHYSHYN
GUSAROV
MIKE RICCI
SIMON
MIKE KEANE
ADAM FOOTE
UWE KRUPP

To make more changes, just repeat the code to return to the copy screen.



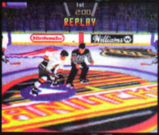
You can have a whole squad of Gretzkys, but they can't play for the Rangers.

This code allows you to copy players and create up to two custom teams. On the Options screen, hold the L Button and press bottom C twice, top C twice, bottom C twice, right C twice and bottom C once. If you enter the code correctly, a string of letters and numbers will appear along the bottom of the screen. Now go to the Team stats screen and press top C ten times. Two team names will appear. Use the Control Pad to highlight a team. Scroll through the lists and pick two teams to modify, with your first choice on top. Press A. Your first choice team will appear on the left side of the screen, a random team on the right side. Press B to scroll through the teams on the right until you see a player you'd like to copy. Use the Control Pad to highlight a player on each team. The player on the left will be replaced by the one on the right. Press A to make the switch. When you're done copying the players you want, press Start. Your second choice team will now appear on the left side of the screen. Repeat the copy process if you wish and then press Start to go back to the Team Stats screen. Your custom teams will now be available in the One-Player, Multiplayer and Season Modes. If you want to make further changes, just reenter the code to return to the Modify Teams screen. Custom teams can't be saved to a Controller Pak, and if you turn off your game, all the changes will be lost.

62 Wayne Gretzky's 3D Hockey

Invisible Player

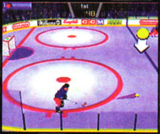
To make a player invisible, pause the game during the opening face-off and select Replay. Press the L or R Button to select anyone on the squad. As the player is flashing, press the Z Button to make him disappear. If he doesn't disappear, just select him and press Z again.



You won't be able to see your player, but his opponents will react to him as normal.

63 Wayne Gretzky's 3D Hockey

Invisible Team



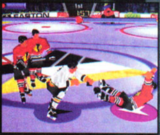
Which way did they go? Which way did they go?

To make a team become invisible, use the same trick as above, but start with the last player in the lineup (usually the goalie). When you press Z, the cursor will jump back to the Forward. Select each team member in turn until they're all gone. If the cursor crosses an invisible player, he'll reappear, and you'll have to repeat the trick to make him vanish again.

64 Wayne Gretzky's 3D Hockey

Fight! Fight!

To make tempers flare every few seconds, first pause the game. On the Options screen, highlight Fighting, hold the L Button and press the following C Buttons: Right, Left, Left Right, Down, Up, Up, Down, Left, Right, Right, Left, Right and Left. If the code is entered correctly, a line of zeroes will appear on the bottom of the screen. Now, nearly every time you hit or check an opponent, a fight will break out!



What's pro hockey without a little mayhem, eh?

THE MAGIC 64 BALL'S PREDICTIONS FOR 1998

The Nintendo 64 Disk Drive. Zelda 64. Turok 2. With developments like these in the works, 1998 is shaping up to be a very promising year. But who knows what else 1998 will treat gamers to? Our Psychic Friends charge by the minute, so we asked Taj, the genie from Diddy Kong Racing, to consult his Magic 64 Ball for some New Year's predictions.

QUESTION	PREDICTION	TRANSLATION
Will we be seeing more of the surprise hit, Harvest Moon (released for the Super NES in June '97)?	Most definitely	Natsume will be making Harvest Moon for both Game Boy and N64. Better yet, the RPG/sim will expose gamers to the secrets of developing a successful romance such as spending plenty of time with your mate, giving her gifts, and listening to her and stuff.
War Gods (May '97) was the first of the N64's true 3-D fighting games. Will it influence games in 1998?	Without a doubt	Three words describe War Gods: "amazing" and "not very." I have seen the future of gaming, and no game will ever reach the new standard set by War Gods—sort of like how no new music will ever dare to reach the mmm-bopperific standard set by Hanson.
Will GoldenEye 007 (Aug. '97) elevate the first-person shooter to a new level?	Absolutely	Doom/Wolfenstein-style games will be based more on strategy, stealth and problem-solving than just shooting everything in sight. Moreover, GoldenEye's success will help Pierce Brosnan win over younger audiences who'll forgive him for starring in that "humans vs. the evil volcano movie," Dante's Peak (Feb. '97).
NP's 10th anniversary is this July and the magazine just celebrated Volume 100 (Sept. '97). What's next?	Prediction hazy; ask again	I'm a stinkin' Magic 64 Ball, you idiot! I can answer only yes and no questions!!! But here's what's next: Volume 101, 102, 103, 104, 105. . .they usually go in numerical order, you numbskull! Hey, what are you doing?? Don't shake me up! You're m-making me all b-b-bubbly!
In August, Tetrisphere turned a classic puzzle game into a 3-D game. Will other 3-D puzzlers be coming soon for the N64?	Future certain	No doubt more 3-D puzzlers will follow suit, but only after a few failed attempts such as Zoop in a Cube, Dodecahedron 64, and Giant Wad o' Solitaire.
In October, Bandai released Tamagotchi for Game Boy. Will the Tamagotchi craze ever end?	Probably not	Bandai will go to work on creating its virtual pet for the N64. And sit tight for virtual pooper scoopers, virtual rabies shots, and virtual lamp shade things that you put on your virtual pet's virtual head so it doesn't virtually chomp away at its virtual wounds.
Will a certain blue elephant be the "next big thing" with movie deals, his very own game, and merchandise like a Tickle Me Taj doll?	Don't hold your breath	"What the? Hey! Is this some kind of Sony Ball or something??? This stupid thing must be broken!" (shake, shake, shake)
Do you know what the good-for-nothing Magic 64 Ball is doomed to become?	No! Nooo! (Magic 64 Ball for "Leave me alone, you big, blue hose-nose!")	Bowling ball

Another year, another fad.

Here are our predictions for what's HOT and what's NOT for 1998.

IN	OUT
2½-D	2-D
Multi-player matches	Taking turns playing against the CPU
Top Gear Rally's milk truck	Cruis'n USA's school bus
Wrestling on the N64	Wrestling on pay-per-view
Wizpig	Babe
Drumstick the rooster	Kenny Rogers Roasters
Racing games	Lots of racing games
Turok	Kevin Sorbo
The correct pronunciation: "Blast Core"	The mispronunciation: "Blast Corpse"
Wayne Gretzky's 3-D Hockey '98 (or anything ending in '98)	Wayne Gretzky's 3-D Hockey (or anything ending in '97)
DK Mode in GoldenEye 007	enemies with short arms and normal size noggins
Zelda 64	Final Fantasy VII

Japan Show Unveils N64 Titles

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